STAR WARS

THE NEW REPUBLIC

WANTED BY CRACKEN



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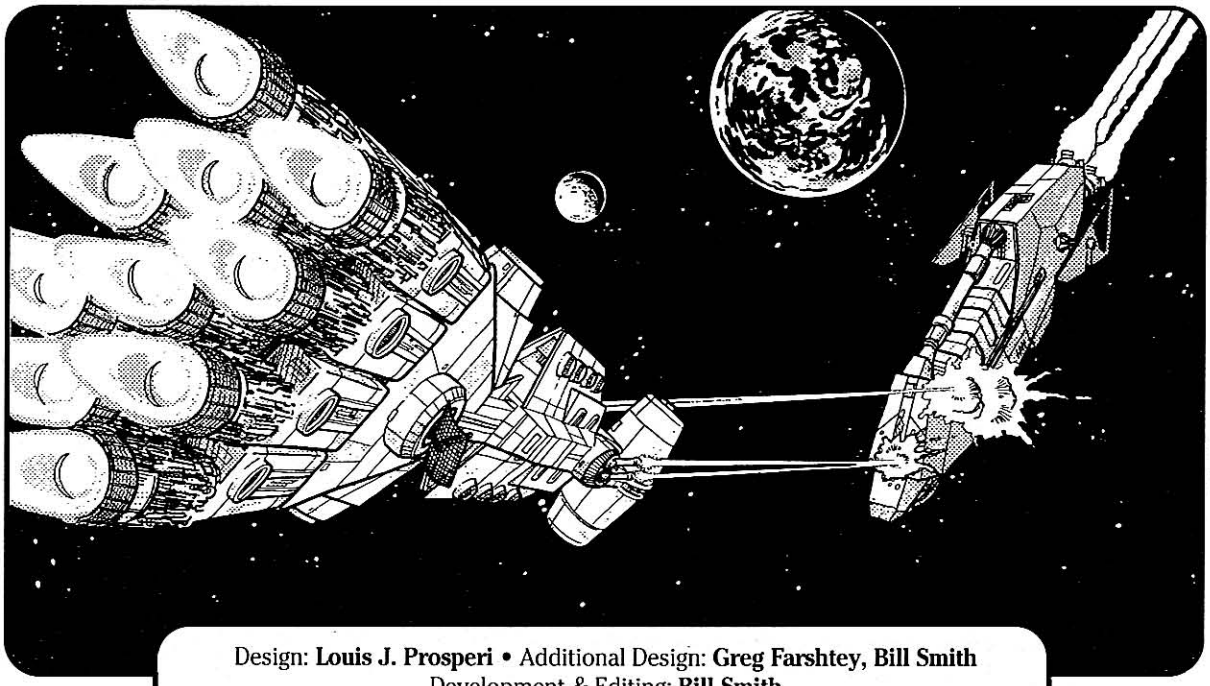


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Introduction

Wanted By Cracken is a supplement for *Star Wars: The Roleplaying Game, Second Edition.* Compiled and authored by New Republic General Airen Cracken, this datafile is the New Republic's "Most Wanted" list. Within its pages, you will find some of the most dangerous criminals to have committed crimes against the New Republic and the free people of the galaxy.

Since his promotion from the Operations arm of Republic Intelligence to the office of the Supreme Commander of Intelligence, Cracken has been working to provide the New Republic armed forces with a list of those individuals who must be captured and imprisoned for the safety of the people of the galaxy. Cracken has also included personal comments and observations based upon his years of experience.

Each of the entries describes what is known by the Republic — some of the information may be speculation, hearsay or simply in error (to be altered as the gamemaster sees fit). Where appropriate, additional entries have been provided to fill in the details of the organizations, vehicles and personnel who serve with or for these villains. Pages labelled "Gamemaster Information" provide the facts as opposed to what the New Republic believes to be true. These sections correct false information in the datadocuments or provide more detail than what is provided in the basic entry.

Using This Book

This book can be a valuable aid to gamemasters looking for colorful and challenging villains to send up against a group of player characters.

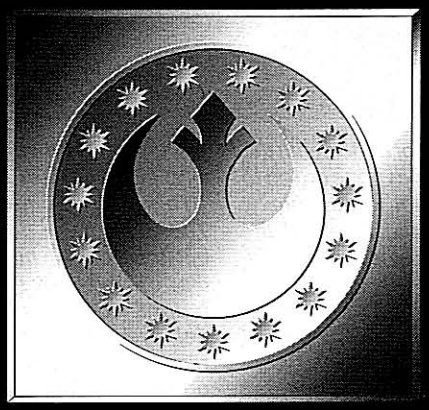
If the characters are involved in a *Star Wars* campaign set before the Battle of Endor, this book can still be of great utility. During this time, many of the villains are "making a name for themselves" (adjust game statistics accordingly). They may be just starting to come to prominence, and while the Empire may have noticed them, it is unlikely that it is using its vast resources to track down common riff-raff. On the other hand, relatives of the victims of these criminals may be offering rewards (or bounties) for the capture of this villain, and the Rebel Alliance might very well want some of these individuals captured so they can be questioned for their valuable knowledge of the Empire.

A Note On Rewards

Many of the rewards offered in this book are high — probably *too* high for the play balance of some campaigns. This is to reflect the kind of danger these villains *should* present. The characters shouldn't be able to simply have a one-on-one showdown with these individuals. Instead, they should really have to *work* to be able to capture these people. And, if they incur a few major debts along the way, so much the better. Simply put, dumping a lot of credits into the characters' laps, with no strings attached, is dangerous to game play.

The process of capturing one of these villains should be time-consuming, expensive and dangerous. Even if they are successful, and they do end up with a lot of money, they will still have to face other complications — perhaps a captured villain will use his or her contacts to hire gunmen to track down and kill the characters. Of course, the first time a group of characters captures a major criminal figure, they become instant celebrities. To the crime world, this is like walking around with a bullseye on your back. Yes, if they are successful in capturing someone the characters may become rich, but the fun has just begun ...

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Wanted by Cracken

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A WORD FROM GENERAL CRACKEN

In the three years since the Battle of Endor, with the rebuilding of the Republic, many foes have arisen to fight our efforts to restore freedom to the galaxy. While we oppose the disorganized forces of the former Empire, we also face the challenge of increased criminal activities across the galaxy. This textfile is an attempt to address these problems.

It is my belief that the cause of this is the lack of tight control over the planets of the galaxy. Under the Empire, criminal activities were tolerated but controlled. Worlds wouldn't dare to resist the Imperial space fleet. The Empire imposed order.

With the Empire gone, that element of fear is lost. It was due to this increase in crime that the Military High Command commissioned a report on those who pose a threat to the New Republic.



This is an incomplete collection, but it is a start. There are more dangerous criminals to be sure, but these people must be stopped. Our information was compiled by Republic researchers, based on reports from undercover agents, service personnel, eyewitness accounts, and in some cases, the reports of independent traders, smugglers, mercenaries and other individuals whose reliability may be questioned. We have used holovids, sensor scans, personal histories, corporate records and any other information we could get our hands on. We have also, when possible, used captured Imperial databases. The upshot of this is that we have attempted to be as thorough as possible, but our information is not complete. In some cases, it is simply wrong. Use what you read here, but always proceed with caution. As our intelligence networks dig deeper into the Imperial archives and learn more of the criminal organizations that control so much behind the scenes, other datafiles will be issued on those who present a threat to the safety of the Republic.

This textfile has been sent to the commanders of New Republic bases to keep our armed forces informed regarding criminals wanted by the New Republic.

The persons described in this document present a real threat to the safety of the New Republic. By spreading this document among our field personnel, it is my hope that our operatives will be able to act, tracking down many of these individuals and bringing them to justice.

To those of you who feel that the battle for freedom is simply one unending struggle, and that no one person can make a difference, capturing one of these individuals will make a huge difference to the safety and stability of your sector, your planet and your home. There is so much work to do — this is but one way that you can help.

Respectfully, General Airen Cracken

ILLUSTRATION: MIKE VILARDI

THE STATE OF THE EMPIRE

Since the death of Emperor Palpatine three years ago at the Battle of Endor, the status quo of the galaxy has undergone radical change. Though the Empire seemed invincible, in reality it was held together only by the will of the Emperor. Palpatine used fear, manipulation and endless appeals to vanity and "the greater glory of the Empire" to instill obedience and loyalty in the political and military leaders of the Empire. While many governors and generals aspired to greater power, and often used the name of the Emperor to further their own ambitions, their fear of retribution from the Emperor prevented them from making any significant bids for power.

The death of the Emperor shattered the network of terror that held the Empire together. The news of the Emperor's death was slow in reaching the remote systems under Imperial control, as Imperial advisors and Grand Moffs hoped that control of the Empire would fall to them. But the triumphant Rebel Alliance spread word that at last the Emperor was destroyed, and that the galaxy was free from his tyranny.

As news of the Emperor's death spread, the Empire stumbled under the weight of a staggeringly large bureaucracy with no real line of succession. The Emperor was considered invulnerable, and as such, no single individual was appointed to take control in the event of his death. As a result, all of the petty Moffs, ambitious advisors and calculating military officials allowed their evil dreams to grow.

The Empire quickly began to splinter into endless petty factions. These factions, ruled by rogue warlords, imperialistic military leaders and greedy politicos, were each vying for power, each attempting to unite the Empire once again. Each failed miserably. Where once there was one Empire, there are now countless smaller groups which still fight "in the name of the Empire," yet represent only a shadow of the true Empire's power.

In the years that followed the Battle of Endor, the New Republic has been able to steadily push back the Imperial presence. Momentum is on our side, and we fully expect many more systems to be brought over to our side.

GAMEMASTER INFORMATION: How The State Of The Empire Affects A Star Wars Campaign

This is an exciting, new *Star Wars* universe. It enables the New Republic's agents to have a chance of winning definitive victories. Now, other forces such as crime lords, mercenary armies and even rival factions of the Empire open up untold adventure possibilities. The New Republic is clearly on the upswing, but the battle is not easy. As noted in *Heir to the Empire,* by Timothy Zahn, five years after the Battle of Endor the Empire controls only a quarter of the territory it originally claimed. This is a tumultuous time in galactic history, and the characters are thrust into the middle of the action.

What this means to a gamemaster running a *Star Wars* campaign is that it is easy to make the Empire as strong or as weak as needed for the adventure at hand. In some sections of the galaxy, the Empire still holds many systems captive under its iron heel; in other areas, the Empire may be desperate, holding onto power through determination alone. Characters may run across Imperial agents, admirals, Moffs, governors and other "representatives of the Empire" who are actually working at cross-purposes, and may even be engaged in active conflict, squabbling over territory. Rulers of Imperial factions may have huge star fleets or barely a squadron of TIE fighters at their command. It is an interesting and dangerous time for player characters — enjoy!

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CAPTAIN DOR REDER

Species: Human **Sex:** Male
Homeworld: Pirralor
Height: 1.8 meters **Age:** 42

Crimes Against The New Republic: Treason, sedition, murder of New Republic personnel, destruction of New Republic equipment
Reward For Capture: 45,000

Captain Dor Reder was a junior officer aboard the Star Destroyer *Pulsar*, which was stationed at Endor during the construction of the second Death Star. While his ship was forced to surrender after that conflict, Reder was able to avoid capture, eventually leading a group of his former troops to steal a Rebel transport and escape.

He has since joined with Admiral Drommel (see separate entry), one of many former Imperial leaders who have eluded the New Republic's attempts at capture. Captain Reder is believed to be the current captain of the Star Destroyer *Krieger*. The last known location of the *Krieger* was in the Hanod system.



■ **Captain Dor Reder**
DEXTERITY 3D
Blaster 4D, dodge 3D+2
KNOWLEDGE 3D+1
Alien species 4D, bureaucracy 4D+1, tactics: capital ships 4D+2
MECHANICAL 2D
Capital ship piloting 5D, sensors 4D
PERCEPTION 3D+1
Bargain 4D+1, command 5D, hide 4D, sneak 5D, search 4D+2
STRENGTH 2D
TECHNICAL 3D
Computer programming/repair 4D, security 5D
Force Sensitive?: No **Force Points:** 1
Dark Side Points: 1 **Character Points:** 5
Move: 10
Equipment: Blaster (4D damage), comlink, datapad, Imperial uniform

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

While the loss of a single transport would normally be considered only a minor injury, the ship stolen by Captain Reder has proven to be much more significant. Using the ship's on-board computer, Reder learned the locations of many then-Alliance safe worlds and bases. He and Admiral Drommel used this information in a short but effective campaign against the Rebel forces at those bases, resulting in thousands of deaths.

ILLUSTRATION: MIKE JACKSON

ADMIRAL GAEN DROMMEL

Species: Human **Sex:** Male
Homeworld: Oplovis
Height: 1.8 meters **Age:** 55

Crimes Against The New Republic: Treason, sedition, destruction of New Republic equipment, murder of New Republic personnel
Reward For Capture: 75,000

Admiral Gaen Drommel was commander on one of the Empire's precious few Super Star Destroyers. His ship, the *Guardian*, was on station near the Imperial capital of Coruscant during the Battle of Endor. With word of the defeat of the Imperial fleet and the death of the Emperor, Drommel fled Coruscant to his home region, hoping to use his fleet to consolidate power into a personal empire. Very soon after the Battle of Endor, Drommel and a group of three Imperial Star Destroyers launched a short but devastating campaign against Rebel safe worlds and bases. Reports indicate that he learned of these bases from Captain Dor Reder (see separate entry). These attacks were devastating distractions to the newly founded Republic.

During the last battle of Drommel's campaign, the Battle of Tantive V, two of the three *Imperial*-class Star Destroyers were destroyed, while the third, the *Wolf's Claw*, was captured by Alliance forces. It has since been incorporated into the New Republic fleet. During this battle, Drommel managed to escape with the *Guardian*, though the ship was heavily damaged before it managed to make the jump to light speed.

Admiral Drommel is a fearsome and intimidating individual. He commands the kind of respect that many charismatic despots seem to enjoy — his soldiers fear him, but would also follow him to their graves.



■ *Admiral Gaen Drommel*
DEXTERITY 2D
Blaster 4D, dodge 7D+1
KNOWLEDGE 3D
Alien species 6D, bureaucracy 6D, cultures 7D+2, intimidation 8D+1, languages 5D+2, planetary systems 6D+2, tactics: capital ships 10D, tactics: fleets 10D+2, tactics: starfighters 8D+1
MECHANICAL 3D
Astrogation 5D, capital ship gunnery 5D, capital ship piloting 5D+2, capital ship shields 5D, starship gunnery 4D, starship shields 4D
PERCEPTION 4D
Bargain 6D, command 7D, command: Imperial Navy officers 9D+2, con 5D+2
STRENGTH 3D
Brawling 4D+2
TECHNICAL 3D
Capital starship repair 6D, security 5D+2
Force Sensitive?: No **Force Points:** 5
Dark Side Points: 18 **Character Points:** 32
Move: 9
Equipment: Blaster pistol (damage 4D), comlink, datapad

■ *ADDENDUM/PERSONAL*
■ *CRACKEN, AIREN/GENERAL..*

Since the escape of the Guardian, *there has been only one indication that Drommel and his ship still exist. On several occasions, New Republic probe Droids have found* Lambda*-class shuttles entering Imperial-controlled sectors. The transponder signals from these ships reveal them to be from the ship complement of the* Guardian. *Thus far, none of these shuttles has been captured or pursued, and so we have no idea where the* Guardian *might be, though reports from witnesses at its last sighting insist that wherever it is, the ship is too badly damaged to be of help to the Empire ever again.*

ILLUSTRATION: ROB CASWELL

GAMEMASTER INFORMATION
Admiral Gaen Drommel

The *Guardian* is currently in orbit around the planet Soullex, in the Fardon system, an Outer Rims backwater area. This was not the intended destination of Admiral Drommel, but circumstances forced a hasty jump into hyperspace, and the *Guardian* emerged, crippled, in this isolated system. During the last battle against the Alliance, the *Guardian* was severely damaged, and now barely maintains orbit about Soullex.

Since the Battle of Endor, the Alliance fleet has learned much regarding the few weaknesses in Imperial Super Star Destroyers, and this knowledge was used to its utmost advantage during the *Guardian's* last battle. The Alliance attack on the *Guardian* focused mainly on the weapon and shield systems of the Super Star Destroyer, and resulted in major damage to those systems. The hyperdrive was also crippled in the hasty jump. Currently, the *Guardian* is extremely vulnerable to attack and potential capture by the New Republic.

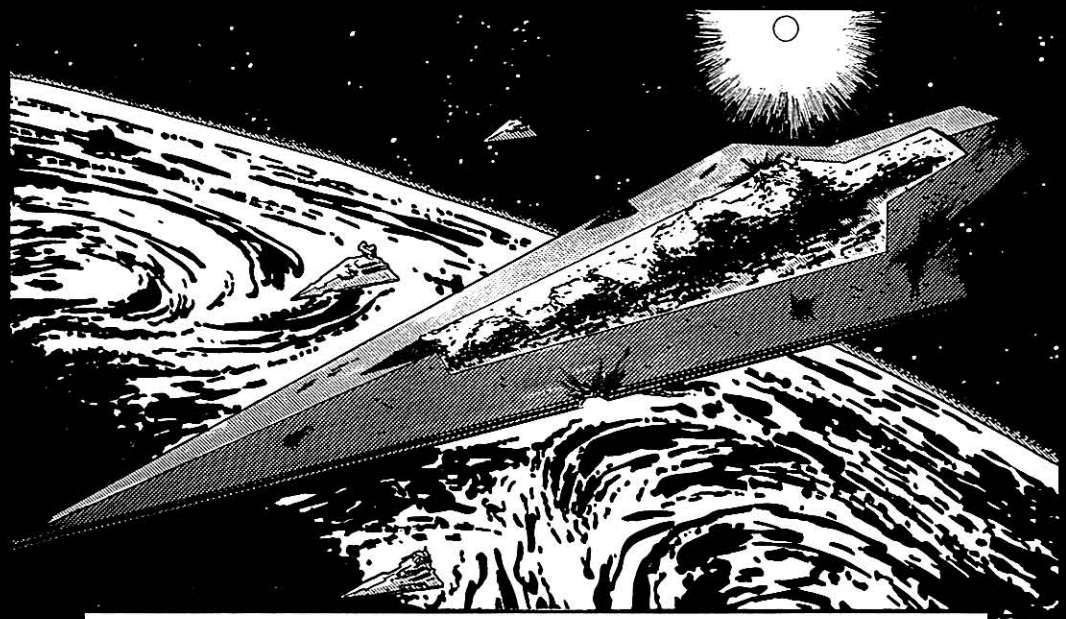
Current Activity Of The Guardian And Admiral Drommel

The *Guardian* has been in orbit about Soullex for nearly two years. Admiral Drommel quickly subjugated the system by deploying three prefabricated garrisons onto the surface of Soullex. Drommel has concentrated on repairing the *Guardian,* sending a number of *Lambda*-class shuttles to Imperial controlled systems to request assistance. However, all the regional governors he contacted were scrambling to maintain control of their own systems, and couldn't spare any ships or men. Recently, however, Drommel has managed to acquire components needed to repair his hyperdrive, although it is unknown how long the repair process will take.

Locating the Guardian

There are a number of methods by which a team of New Republic operatives might be able to locate the Guardian or accidentlaly become involved with the Drommel.

- One of Drommel's shuttles is encountered, and tracked back to Soullex. Alternatively, the shuttle could be captured, and the Rebels could take the place of the shuttle crew and actually board the Guardian. This would allow them to either destroy the ship, or perhaps take control of it (or die in a blaze of glory!).
- A team of scouts has been sent to make contact with the inhabitants of the Fardon system, and when they arrive, they discover the Guardian in orbit, and the Imperial garrisons on the planet's surface.
- During an encounter with Imperials (or other unfriendly forces) the characters make a quick jump to hyperspace and end up near Soullex, only to find the Guardian orbiting the planet.



■ The Guardian

Current Status
Craft: Kuat Drive Yard's *Guardian*
Type: *Super*-class Star Destroyer
Scale: Capital
Length: 8,000 meters
Skill: Capital ship piloting: super star destroyer
Crew: Skeleton: 50,000 with *command* 7D; Total crew: 280,734
Crew Skill: Capital ship piloting 6D+2, starship shields 5D+2, starship sensors 5D, astrogation 4D, capital ship gunnery 6D
Passengers: 38,000 (troops)
Cargo Capacity: 250,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: Hyperdrive inoperative (normally x2)
Hyperdrive Backup: Inoperative (normally x10)
Nav Computer: Yes
Maneuverability: 0D
Space: 2 (normally 4)
Hull: 10D
Shields: 4D (normally 8D)
Sensors:
Passive: 75/1D+2
Scan: 150/3D+2
Search: 300/5D
Focus: 8/6D+2

Weapons:
150 Turbolaser Batteries
(fire separately — normally 250)
Fire Arc: 50 front, 50 left, 50 right
Crew: 1 or 2
Skill: Capital ship gunnery
Fire Control: 0D (normally 1D)
Space Range: 3-15/35/75
Atmosphere Range: 6-15/70/150km
Damage: 7D
200 Heavy Turbolaser Batteries
(fire separately — normally 250)
Fire Arc: 50 front, 50 rear, 50 left, 50 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 5-20/40/60
Atmosphere Range: 10-20/80/120km
Damage: 10D
100 Concussion Missile Tubes
(fire separately — normally 250)
Fire Arc: 10 front, 40 left, 40 right, 10 rear
Crew: 1
Skill: Capital ship gunnery
Fire Control: 0D (normally 2D)
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2KM/3KM/6KM
Damage: 9D
20 Tractor Beam Emplacements
(fire separately — normally 40)
Fire Arc: 10 front, 5 left, 5 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 0D (normally 4D)
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5KM/3KM
Damage: 9D

ILLUSTRATION: ROB CASWELL

GENERAL ARNDALL LOTT

Species: Human **Sex:** Male
Homeworld: Kwenn
Height: 1.95 meters **Age:** 55

Crimes Against The New Republic: Treason, sedition, destruction of New Republic property, murder of New Republic personnel, destruction of private property, murder
Reward For Capture: 75,000

Arndall Lott joined the Imperial Army directly from the Academy, and was quickly promoted to sergeant after demonstrating considerable skill in walker operations. He served a two year tour of duty under the command of General Veers, leader of the army detachment assigned to Lord Vader's fleet. He was eventually promoted to general and placed in charge of Walker Operations and Tactics training on Jardeen IV. After the defeat of the Imperial forces at the Battle of Endor, subject fled the Imperial facilities on Jardeen IV with Captain Iolan Gendarr, commander of the Imperial Star Destroyer *Reliance*, also stationed at Jardeen IV.

Recent reports suggest that Lott and Captain Gendarr have spearheaded the formation of their own Imperial faction. Lott's tactics have utilized AT-AT and AT-ST walker assaults on New Republic and civilian bases, presumably to acquire supplies and equipment. Most noticeable regarding these assaults is the large number of walkers used (10-20), and the precision with which they attacked their targets. Unverified reports indicate that not all walkers were manned.



■ **General Arndall Lott**
DEXTERITY 3D
Blaster 5D, blaster artillery 6D, vehicle blasters 6D+2
KNOWLEDGE 3D
Alien species 4D+2, languages 3D, survival 5D, tactics: ground assault 7D+1, tactics: squads 7D
MECHANICAL 3D
Ground vehicle operation 5D+2, repulsorlift operation 5D, walker operation 7D
PERCEPTION 3D
Command 5D, hide 5D, persuasion 4D+2, sneak 4D, search 4D
STRENGTH 3D
Brawling 4D+2, climbing/jumping 4D, stamina 4D
TECHNICAL 3D
Computer programming/repair 5D, walker repair 6D
Force Sensitive?: No **Force Points:** 2
Dark Side Points: 2 **Character Points:** 19
Move: 10
Equipment: Blaster pistol (4D damage), comlink, datapad

■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

Though not substantiated, the reports that many of the walkers did not have operators is a cause for much concern. It implies the presence of droned vehicles. While droned vehicles and starships have generally proven inferior against living opponents, if Lott has developed a reliable method of slave-rigging AT-ATs and AT-STs, this could be a devastating development. If this is the case, it is imperative that Lott be found and this technology controlled exclusively by the New Republic. If this technology were to spread to the Empire at large, it could mean untold damage to our supply bases and outposts.

ILLUSTRATION: ROB CASWELL

GAMEMASTER INFORMATION
Arndall Lott

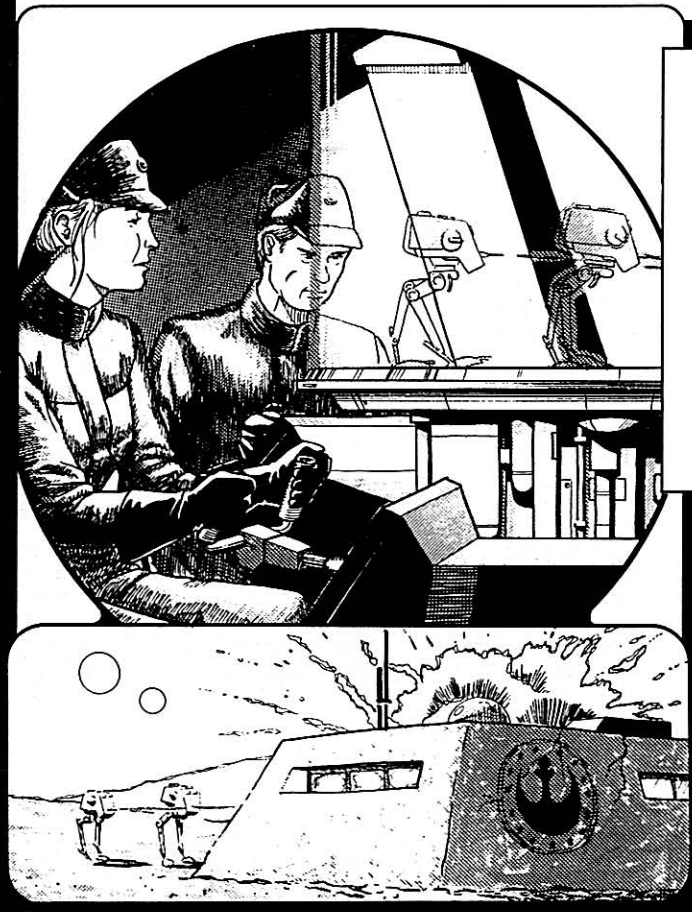
SLAVE-RIGGING FOR WALKERS

General Lott's engineers have designed a slave-rigging system for AT-AT and AT-ST walkers that allows up to ten walkers to be operated from one remote control center. Lott has been able to implement walker strikes using precise attack patterns and almost perfectly coordinated attacks against important targets, such as New Republic bases.

When operating slave-rigged AT-ATs or AT-STs, pilots still use the *walker operation* skill, but are rolling against a higher difficulty to keep the walkers operating. Lott's remote control system provides a great deal of mechanical assistance in the operation of these vehicles, and despite its limitations (see below), it is a remarkable advance in drone technology.

To determine the difficulty, choose a basic difficulty as normal, based upon the terrain that the walkers are covering. If the terrain is Very Easy or Easy, add +3 to the difficulty for each walker being run by the slave link system. If the terrain is Moderate or Difficulty, add +5 to the difficulty for each walker being run by the system. If the terrain is Very Difficult or Heroic, add +8 for each walker being run by the system.

Example: *A character is operating three walkers in Very Easy terrain. The base difficulty is 4 (Very Easy), with an additional +9 to the difficulty for the three walkers being run by the system, for a difficulty total of 13.*



COMBINING FIRE

Characters can *automatically* combine fire (no *command* roll necessary) on slave-rigged walkers provided that they are using the same type of weapons to fire at the same target and all of the weapons are at the same range. The firing character automatically receives the bonus on the "Combined Action Bonus Table" on page 69 of *Star Wars: The Roleplaying Game, Second Edition.*

ILLUSTRATION: ROB CASWELL

LIMITATIONS

As with all new technologies, General Lott's slave-rigging equipment is still experimental. Under normal circumstances, the Imperial Army would never use a system before fully testing it, but given the current situation with the New Republic, General Lott has decided to use the slave-rigged walkers regardless of its imperfections. Please note that the rules below are for *ideal* conditions: radiation fluctuations, electrical storms or impulses, sensor jamming and frequency pulses can completely disable the systems involved. The complex technologies involved assure that it will be many years before a completely reliable remote control system will be available.

Because of the very delicate natures of the control system and support machinery within the walkers, when a slave-rig operator makes a mistake, the consequences are often far more severe than making a mistake while piloting a lone vehicle. When a pilot fails a *walker operation* roll, find the number of points by which the roll was missed on the chart below:

1-2 — Slight slip in control. The pilot has an additional penalty of -1D to all actions for the rest of the round.

3-4 — More serious control problem. The pilot has an additional penalty of -3D to all actions for the rest of that round and -1D for the next round.

5-6 — Malfunction. The slave-rigging system loses control of one walker (determine randomly) for 1D rounds. The walker "freezes" on the battlefield.

7-8 — Collision. One of the walkers (determine randomly) collides with something on the battlefield (or nearly trips), doing normal collision damage (see page 95 of *Star Wars: The Roleplaying Game, Second Edition*). If the walker is *severely damaged* it trips and falls over on the battlefield.

9-10 — Major collision. One of the walkers (determine randomly) collides with something on the battlefield (or nearly trips). Does normal collision damage +4D. If the walker is *severely damaged* it trips and falls over on the battlefield.

11-15 — Serious malfunction. The slave-rigging system loses control of one walker until a technician makes a Difficult *computer programming/repair* roll. Technicians within the walker can repair the system with an Easy *computer programming/repair* roll.

16+ — System overload. The entire system short circuits. A Very Difficult *computer programming/repair* roll and three hours of work are necessary to repair the system.

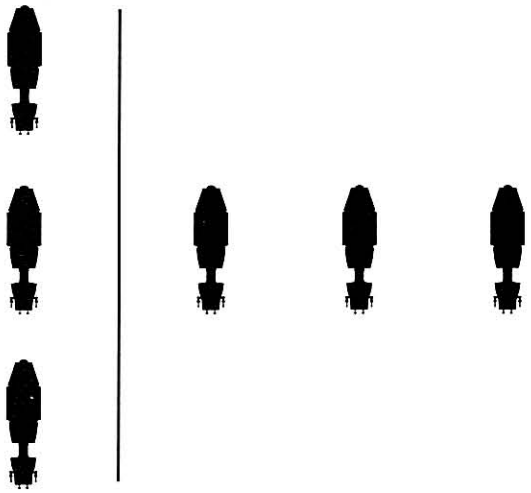
Additionally, whenever a *complication* occurs in the game, the system also overloads, completely shutting down the walkers.

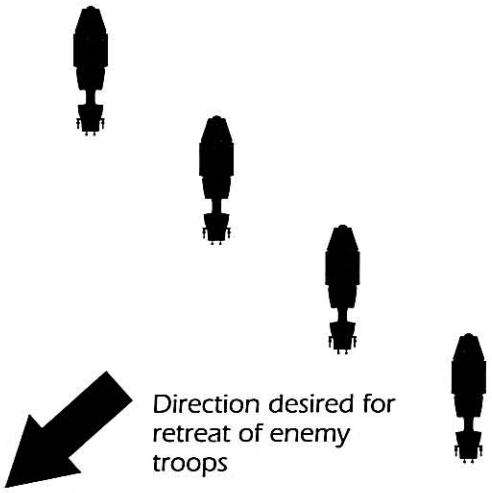
ADVENTURE IDEA

After capturing an Imperial agent (perhaps one from this book) the Rebels discover plans for the slave-rigging system. Study of the plans reveals their purpose and effectiveness. Further study of the plans reveals a method of jamming the system, which allows another controller to take command of the walkers. This could also lead New Republic technicians to a system of remote operation for their military weapons and vehicles.

1. Line/Flank Formation

The "Line/Flank Formation" is the most commonly used Imperial Army formation because it allows for quick shifts into other attack patterns. This formation simply consists of groups of AT-AT and/or AT-ST Walkers traveling in vertical or horizontal straight lines. These line formations are often single file, although double file formations are used upon occasion. These formations are most often used for rapid movement across terrain free of enemy targets; once the target is sighted, the walkers shift into their predetermined attack pattern. Two such attack patterns are described below.





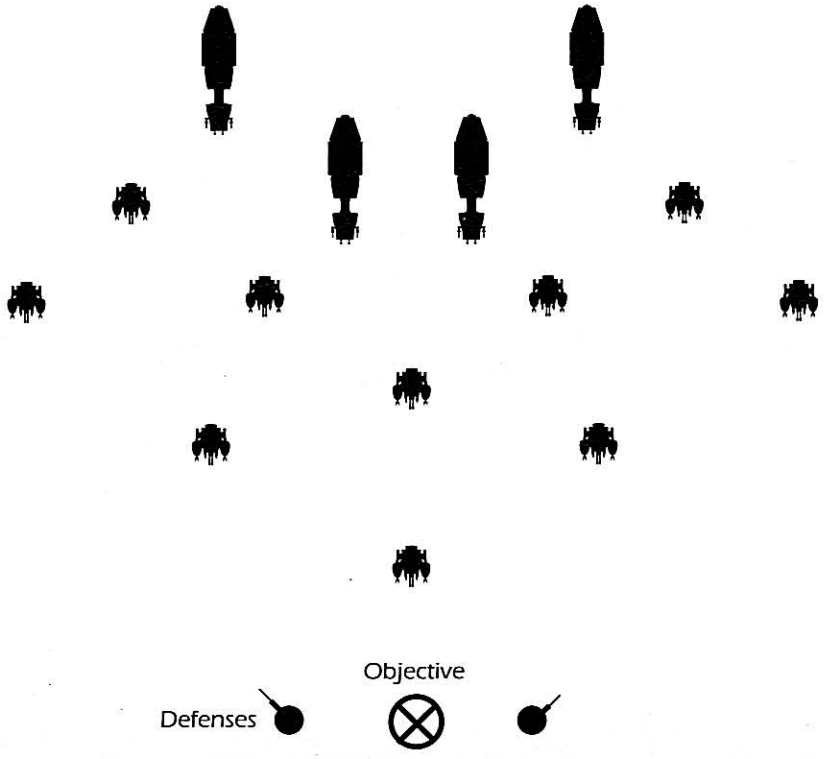
2. Oblique Maneuvers

"Oblique Maneuvers" are usually used in conjunction with other ground-based units, such as infantry and ground assault vehicle divisions consisting of juggernauts, hoverscouts, and CAVs. This type of maneuver is employed when attempting to force the enemy into retreating or falling back. In both single-and double-lined obliques, Walkers form a line diagonal to their direction of travel. The walkers thus create a plow effect, forcing the enemy back in a desired direction. In double obliques, AT-STs take the forward position, while the walkers come up from behind to rout targets that have been softened up by the scout walkers.

3. The Double "V" Pattern

The "Double 'V' Pattern" is used when an assault is launched against a strongly defended building or garrison. An outer wedge of 10 AT-STs clears a path through the enemy's outer defenses, allowing a quartet of AT-ATs to move up close to the target, so that they may attack without interference.

The AT-STs can quickly shift to any pattern necessary to prevent flanking movements by enemy mechanized units, or can shift to mop-up operations to shoot fleeing enemy troops.



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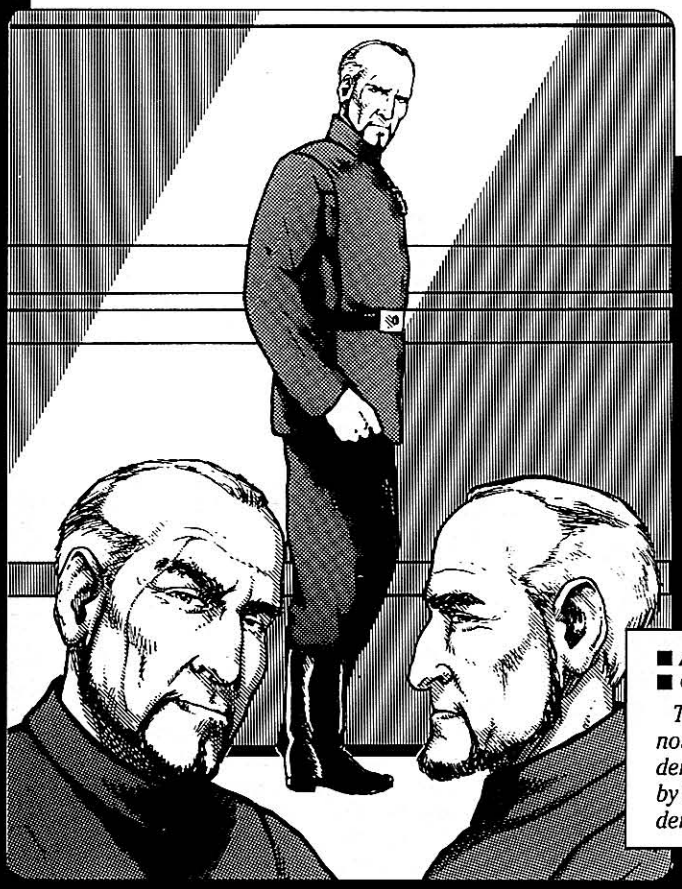
CAPTAIN IOLAN GENDARR

Species: Human **Sex:** Male
Homeworld: Commenor
Height: 1.75 meters **Age:** 44

Crimes Against The New Republic: Treason, sedition, murder of New Republic personnel, destruction of New Republic property
Reward For Capture: 75,000

Iolan Gendarr served the Imperial Navy under the command of Captain Needa on the Imperial Star Destroyer *Avenger*. After the Hoth campaign, Gendarr was promoted, and eventually became captain of the Imperial Star Destroyer *Reliance*, assigned to the Imperial Army training center on Jardeen IV. Gendarr left Jardeen shortly after the Battle of Endor, and it is believed that Gendarr aided General Lott in escaping from the planet before the Republic forces arrived.

Since that time, the *Reliance* has led several attacks in New Republic territory, utilizing heavy bombings by Scimitar assault bombers, as well as ground assaults using AT-AT and AT-ST walkers.



■ **Captain Iolan Gendarr**
DEXTERITY 4D
Blaster 5D, dodge 5D+1
KNOWLEDGE 3D
Bureaucracy 4D, cultures 4D+2, intimidation 6D, languages 3D+2, law enforcement: Imperial law 6D+2, planetary systems 4D, tactics: capital ships 6D+2, tactics: starfighters 6D
MECHANICAL 4D
Astrogation 6D, capital ship gunnery 5D+2, capital ship piloting 6D
PERCEPTION 4D
Command: Imperial Navy officers 7D+1, con 5D, persuasion 6D
STRENGTH 3D
Stamina 5D
TECHNICAL 3D
Capital ship repair 5D+2, first aid 3D+2, security 5D
Force Sensitive?: No **Force Points:** 1
Dark Side Points: 1 **Character Points:** 10
Move: 10
Equipment: Datapad, comlink

■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

There can be little doubt that Gendarr and Lott now serve the Empire together. The correspondence of sightings of the Reliance *and the attacks by Lott's walker divisions cannot be pure coincidence.*

ILLUSTRATION: MIKE VILARDI

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LIEUTENANT LON DONELL

Species: Human **Sex:** Male
Homeworld: Prefsbelt
Height: 1.75 meters **Age:** 50

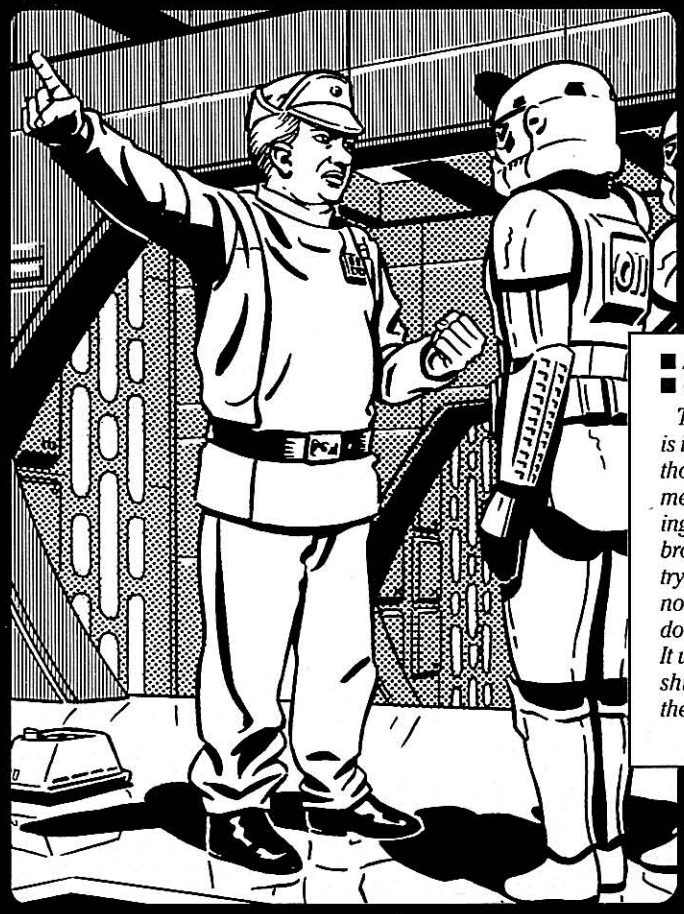
Crimes Against The New Republic: Theft, kidnapping
Reward For Capture: 15,000

Lt. Donell was first officer on the starship *Detainer*, an Imperial Interdictor Cruiser; he now seems to have assumed command. These ships are equipped with gravity well projectors capable of forcing other craft from hyperspace or preventing enemy ships from escaping into hyperspace; the Empire uses them quite effectively to corner and capture enemy vessels.

Donell's ship wasn't a concern for the New Republic until recently. In the last few months, an increasing number of New Republic and independent ships have turned up missing and our intelligence agents indicate that Donell is responsible. Using the Interdictor Cruiser to pull the ships from hyperspace, Donell then captures the ships; if severely damaged, he transports the captured vessels aboard the *Detainer* or a large container vessel to an unknown destination. As of this report, Donell has managed to obtain at least five transport ships, three Corellian Gunships, and a pair of Corellian Corvettes, not to mention numerous starfighters. It is believed that he may be forming an independent war fleet for a campaign of personal conquest.

■ **Lieutenant Lon Donnel**

DEXTERITY 3D
Blaster 5D, dodge 5D
KNOWLEDGE 3D
Planetary systems 6D, survival 5D, tactics: capital ships 5D+2, value 5D
MECHANICAL 4D
Astrogation 6D, capital ship gunnery 6D, capital ship piloting 7D, capital ship shields 6D+1, space transports piloting 6D, starship gunnery 5D, starship shields 5D+1
PERCEPTION 3D
Command 4D, search 5D
STRENGTH 3D+1
Stamina 4D+2
TECHNICAL 3D+2
Computer programming/repair 4D+2, security 5D, capital starship repair 5D+1
Force Sensitive?: No **Force Points:** 3
Dark Side Points: 2 **Character Points:** 12
Move: 10
Equipment: Blaster pistol (4D damage), comlink, datapad



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Though the loss of ships is a critical problem, it is important that we do not forget that along with those stolen ships are a large number of crew members and officers. Any information regarding Donell's operations should immediately be brought to the attention of the Operations Ministry. Though many of our ships have been stolen, none have been since encountered, even in documented engagements with Imperial forces. It would appear that the Imperials are using our ships for internal operations, preferring to use their own in all military situations.

ILLUSTRATION: MIKE JACKSON

GAMEMASTER INFORMATION
The Detainer

The ship Donell commands is the *Detainer*, an Imperial Interdictor Cruiser. Also under Donell's command is a converted container ship, the cargo bay of which has been converted into a huge ship hangar. After a ship has been captured by the *Detainer,* it is stored within the cargo bay while being transported to the shipyards in Barpine system.

Due to personnel shortages, the crew and troop complements of the *Detainer* are much smaller than those usually found on an Interdictor, carrying only 1500 crewmen, some of whom serve double duty as troops aboard the assault shuttles used to bring in captured vessels.

Interdictor cruisers are normally used to force ships from realspace to hyperspace, or to prevent enemy ships from escaping into hyperspace. The cruisers are normally positioned along the perimeter of a battle, and flood the battle zone with gravity wells to prevent enemy ships from escaping. Interdictor cruisers can also be used as "cosmic roadblocks": when placed along popular trade routes, they simply block the route with their gravity well projectors. All ships passing along the route are forced to realspace, at which point other ships may inspect cargos, or as Lt. Donell does, "confiscate" ships for the use of the Empire. Traditionally, Interdictor cruisers work in conjunction with other ships, such as assault shuttles or capital combat ships to capture enemy vessels (the huge gravity well generator leaves very little cargo or hangar space).

The cruisers create problems for other ships through their massive gravity well projectors. The projectors send out waves of energy that disrupt mass lines in space — in hyperspace, this simulates the "mass shadow" of a large stellar body, such as an asteroid or planet. Ships cannot enter hyperspace in the presence of such a large mass, and when a ship in hyperspace encounters a mass shadow, it is forced to realspace.

Preventing a ship from escaping to hyperspace is relatively easy. All of the targets are readily detectable, and it is a matter of "simply" placing the gravity wells close enough to a target ship to disrupt its hyperdrive.

However, forcing ships from hyperspace can be more difficult. First, the Interdictor must know where and when the ship will be passing. This is often an educated guess since it isn't possible to detect ships in hyperspace. Normally, the escaped ship's hyperspace vector is tracked by another Imperial ship, and that information is passed on to the Interdictor. The ship's astrogators then predict what hyperspace routes the ship may be following, and the gravity well projector operators then have to place the wells so as to disrupt the most likely flight paths.

■ The Detainer

Craft: Sienar Fleet Systems' Immobilizer 418
Type: *Interdictor*-class Heavy Cruiser
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting: Interdictor cruiser
Crew: Skeleton: 1,500 with *command* 5D; Total: 2,807
Crew Skill: Astrogation 5D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D
Passengers: 30 (troops)
Cargo Capacity: 5,500 metric tons
Consumables: 1.2 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 5D
Shields: 3D
Sensors:
Passive: 30/1D
Scan: 75/2D
Search: 150/3D
Focus: 5/4D
Weapons:
20 Quad Laser Cannons (fire separately)
Fire Arc: 10 front, 5 left, 5 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50km
Damage: 4D
Four Gravity Well Projectors
Fire Arc: turret
Crew: 1
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 1-5/75/150
Damage: Blocks hyperspace travel

DETAINER SHIP'S COMPLEMENT

Though Interdictor cruisers usually carry two squadrons of TIE fighters (total of 24 ships), the *Detainer* carries only one squadron (a dozen TIEs). In the place of the other squadron is a pair of Skipray blastboats, and a pair of *Gamma*-class assault shuttles. These ships are launched to intercept a target ship after it drops from hyperspace to realspace if no other capital ships are available to capture the ship (a situation that is occurring with more frequent regularity in these days of the declining Empire).

When a ship is taken by force, the assault shuttles use their tractor beams to guide the ship to a waiting transport vessel. Often, Imperial troops equipped with spacetrooper uniforms board the target vessel, disabling the weapon's ships and making sure that there is no armed resistance. Ships who are especially "difficult" often face the wrath of the Skipray blastboats until surrender is forced or the target vessel is disabled.

Statistics for the assault shuttles can be found in the *Imperial Sourcebook*. Statistics for the Skipray blastboat can be found in the *Imperial Sourcebook* or the *Heir to the Empire Sourcebook*.

TO PREVENT ESCAPE INTO HYPERSPACE

This is done by simply placing gravity wells close enough to a ship that it is virtually impossible to make the jump to hyperspace.

Firing Gravity Well Projectors

This is done in the same manner as firing weapons. The gunner picks a specific location where the gravity well will be centered. The difficulty is based on the range of the gravity well projectors (Very Easy at point blank range, Easy at short range, Moderate at medium range, and Difficult at long range). There is no die cap for scale.

If the roll is successful, the gravity well is placed exactly where the gunner wanted. If the roll misses, the gravity well is centered somewhere else. Roll on the "Grenade Scatter Diagram" to determine the direction (see page 66 of *Star Wars: The Roleplaying Game, Second Edition)*, and to determine the distance roll on the chart below.

Range Of Attack	Distance (in units)
Point-blank	1D
Short	2D
Medium	4D
Long	8D

Effects

The effect of the gravity well depends upon how far it is from an enemy starship. First, determine the distance from the ship to the center of the gravity well. Then, add the number below to the difficulty to jump into hyperspace (the *astrogation* difficulty).

Range	Difficulty Add
0-6	Ship cannot jump to hyperspace
7-12	+30 or more to difficulty
13-18	+21-29 to difficulty
19-24	+ 11-20 to difficulty
25-36	+6-10 to difficulty
37-48	+1-5 to difficulty

Gravity Well Projector Limitations

While gravity well projectors are impressive weapons under the correct circumstances, they have their limitations.

Powering up a gravity well projector takes six rounds (30 seconds). A gravity projector can be turned off with no delay, but the capacitors take eight rounds to shunt the power and completely recycle, meaning that the gravity well operator must wait eight rounds before placing another gravity well without risking damaging the generator. If the gravity well operator wants to risk blowing up the generator, he can do so sooner. To do so, add the following difficulty modifier, depending upon how many rounds the operator waits.

Rounds	Difficulty Modifier
1	+50
2	+40
3	+30
4	+20
5	+15
6	+10
7	+5

If the roll to place the new gravity well is missed by more than five points, the gravity well generator blows out.

TO PREVENT ESCAPE INTO HYPERSPACE/CONTINUED

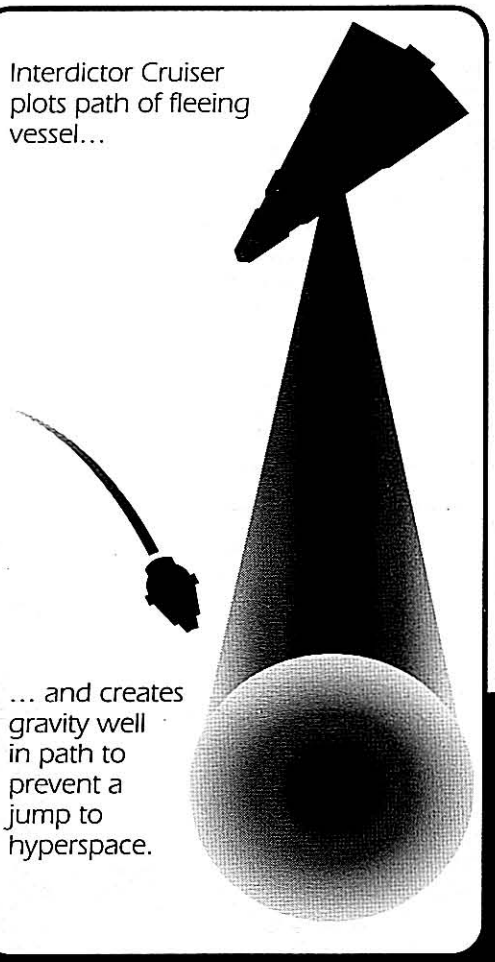
Moving Gravity Wells

Gravity wells, once placed, are difficult to move. To move a gravity well, the operator must make a *capital ship gunnery* roll, with the difficulty based on how far he wants to move the gravity well.

Movement (In Units)	Difficulty
1-2	Moderate
3-4	Difficult
5-6	Very Difficult
7+	Heroic (add +10 for every additional two units)

Affecting The Interdictor Cruiser

The great energy output of the gravity well projectors also affects the movement and handling of Interdictor cruisers. For every gravity well projector being operated, apply the following modifiers: -1D to maneuverability, -1 to move. These modifiers are cumulative, so an Interdictor cruiser with all four gravity well projectors operating would have -4D to its maneuverability and -4 to its move.

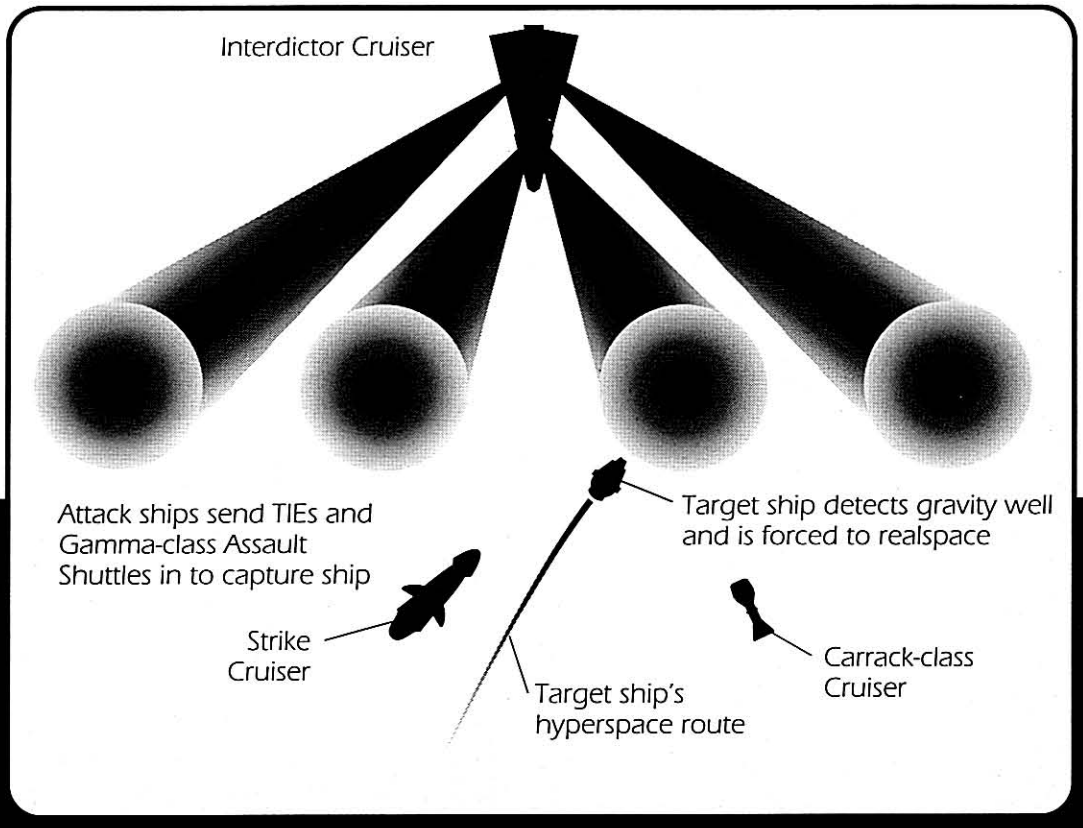


TO FORCE SHIPS FROM HYPERSPACE

Tracking a ship's hyperspace vector isn't easy, and often the Interdictor cruiser's captain has to make an educated guess about where and when a target ship is going to be passing. If the information is simply wrong, for example, saying that the target ship is going to be flying to Coruscant when it is really going to Tatooine, there is nothing the Interdictor can do. However, if some of the facts are known, it is possible to bring a ship out of hyperspace.

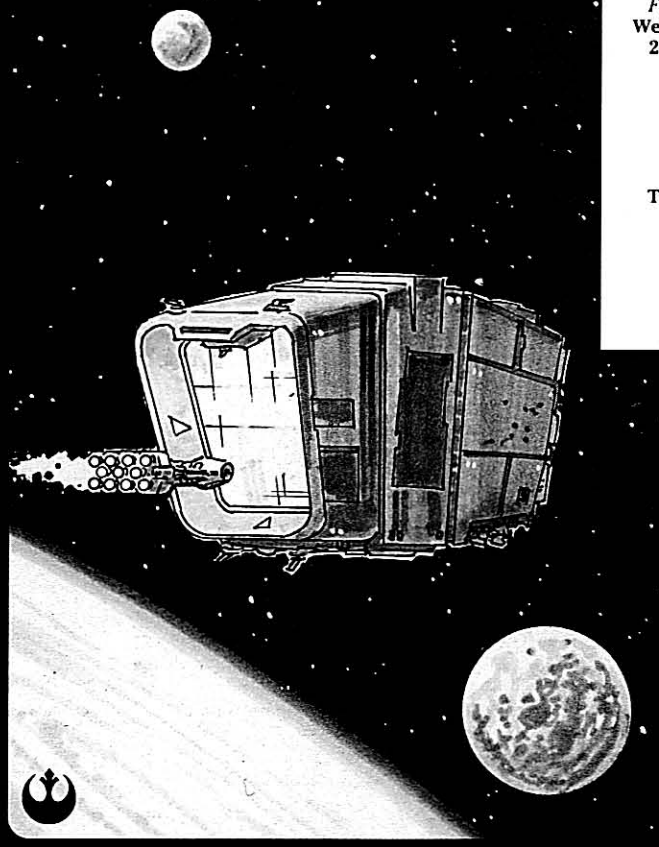
If the captain has exact information on the ship's speed, route and destination, it is assumed that he will be able to place the gravity wells where they need to be at the appropriate time. However, if the captain doesn't have exact information, placing the gravity wells is a hit-or-miss situation — if the target ship stops and makes several layovers, or changes routes, or goes slower or faster than whoever tracked it thought it would, there is nothing the Interdictor can do. In other words, this must be left up to the gamemaster's discretion.

However, if the trap is correctly placed, the Interdictor should have several other ships to assist it once a ship is brought out of hyperspace. When the ship is forced into realspace, the crew will in all likelihood be startled for a few moments, and it is in this period of confusion that the other ships must strike. Some ships will use blasters to render the ship helpless, while others will use tractor beams to latch onto it and prevent its escape. The Interdictor can still be of assistance by using its gravity well projectors to prevent the ship from escaping into hyperspace, as outlined in the previous entry.



Donell's Transport Ship

The transport ship used by Donell is a converted container ship. What was once its massive cargo bay is now a huge hangar bay capable of holding the equivalent of up to three Corellian Corvettes, plus several smaller ships such as stock light freighters and starfighters. While extremely slow, the transport ship needs only to travel between ambush sights and Barpine. Aboard the transport ship are 200 Imperial troops, in addition to its crew of 100.



■ Donell's Transport Ship

Craft: Kuat Drive Yards Super Transport XI
Type: Large container ship
Scale: Capital
Length: 840 meters
Skill: Space transports: large container ship
Crew: 100
Crew Skill: Space transports 4D, capital ship gunnery 4D, starship sensors 4D, capital ship shields 4D+1
Passengers: None
Cargo Capacity: 10 million cubic meters
Consumables: 500 days
Hyperdrive Multiplier: x3
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Hull: 3D
Shields: 2D
Sensors:
Passive: 15/1D
Scan: 25/2D
Search: 50/2D+2
Focus: 4/4D
Weapons:
20 Quad Laser Cannons (fire separately)
Fire Arc: 5 front, 5 rear, 5 left, 5 right
Crew: 1 or 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Damage: 4D
Tractor Beam
Fire Arc: front
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Damage: 6D

ILLUSTRATION: JOHN PAUL LONA

THE BARPINE SHIPYARDS

The ships captured by Donell are taken to an Imperial shipyard located in the Barpine system. When the transport ship arrives, the ships it is carrying are deposited either at the orbiting construction facility or ferried to planetary maintenance and refitting yards. In addition, all the crew of the ships are taken to a large prison facility on the planet.

Thus far, Donell has captured ten New Republic transport ships, five Corellian Corvettes, three Corellian Gunships, and about three dozen starfighters, scout ships, and stock light freighters. Many of these ships are refitted for Imperial use, while some (especially the starfighters and stock light freighters) are simply sold to pirates and operatives working for the Empire. Not all the ships captured by Donell are New Republic ships. Several of the scout ships and freighters once belonged to independent operatives and smugglers, the crews of which are incarcerated along with the New Republic crews in the prison on the surface of Barpine.

The prison facility on Barpine currently holds approximately 800 captured men (some of the crewmen have been offered the opportunity to "serve" the Empire, with a promise of early release if they cooperate; naturally, these personnel are placed among loyal Imperial crews so that there is no chance of mutiny or desertion).

Adventure Ideas

- The characters are en route to a mission when their ship is forced from hyperspace. They are captured by Donell and brought to Barpine and learn of his operation. They also learn that the Empire has imprisoned the crews of its captured ships, and must now escape and inform the New Republic High Command of the operations at Barpine. Perhaps while incarcerated in the garrison, the characters encounter criminals wanted by New Republic forces ...
- The characters are investigating the disappearance of New Republic ships and encounter Donell during the capture of several transport ships. Can they escape and inform the New Republic High Command?
- The characters are escorting a convoy of New Republic ships to a supply base when the convoy is forced from hyperspace and captured by Donell. The characters' only hope of escape is to quietly take control of one of the captured ships and flee the orbiting shipyards before anyone can stop them.

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GOVERNOR SERDIF TOUNT

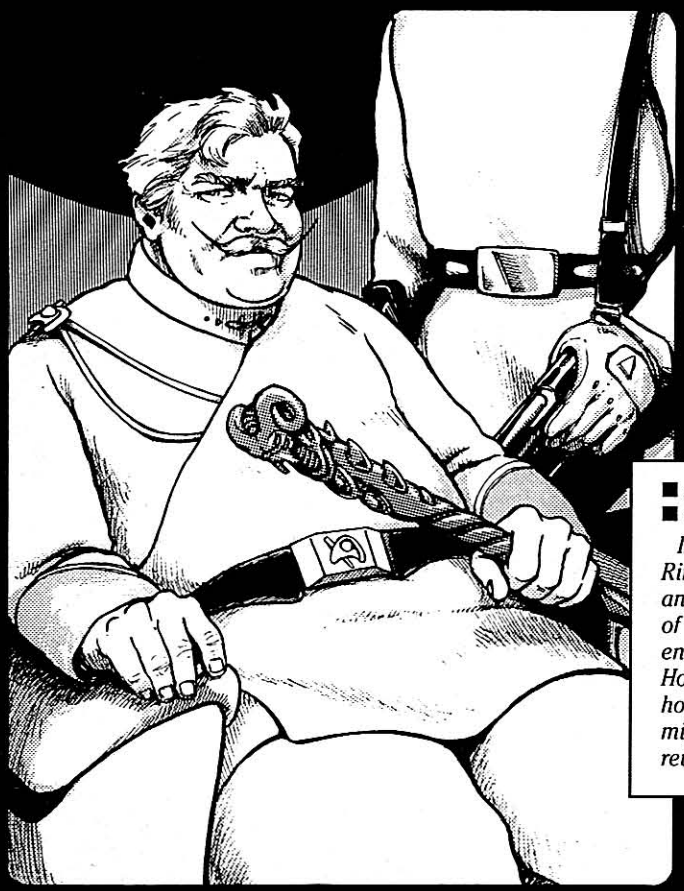
Species: Human **Sex:** Male
Homeworld: Coruscant
Height: 1.8 meters **Age:** 42

Crimes Against The New Republic: Treason, sedition, conspiracy to overthrow the New Republic government, murder of New Republic personnel, destruction of New Republic property
Reward For Capture: 35,000

Serdif Tount is the governor of Rintonne system under the supervision of Moff Lankin (see separate entry), governor of the strategic Lambda Sector. Tount has retained power thanks to the strong Imperial presence provided by Moff Lankin. However, Tount has also aided and assisted Lankin in several attacks upon New Republic worlds, actually conquering three such planets.

Tount has established a state of martial law in the Rintonne system — individual liberties have been entirely extinguished by the endless patrols of Imperial stormtroopers and Army troopers. Incoming traffic is thoroughly screened, but despite the heavy security measures, several New Republic spies have been able to sneak onto the planet unnoticed. They have noted that the populace is primed for revolt, but lacks the courage to take action. If Tount were to be taken, the whole sector might fall to the Republic.

■ *Governor Serdif Tount*
DEXTERITY 2D
Blaster 3D, dodge 4D
KNOWLEDGE 4D
Alien species 6D, bureaucracy 7D, bureaucracy: Rintonne 12D, bureaucracy: Lambda sector 10D, cultures 5D+2, intimidation 8D+2, languages 6D, law enforcement: Imperial law 9D, planetary systems 6D
MECHANICAL 2D
Beast riding: Niorven stable mount 5D+1
PERCEPTION 4D
Bargain 5D, command 6D, command: Rintonne soldiers 9D, con 8D, persuasion 7D+1
STRENGTH 2D
TECHNICAL 2D
Force Sensitive?: No **Force Points:** 1
Dark Side Points: 3 **Character Points:** 8
Move: 10
Equipment: Walking stick (STR+1D+2 damage when used as a club)



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Informants have told us that the populace of Rintonne is not yet aware of the fall of the Empire and the rise of the New Republic. Tount's control of information is so great that he is able to enslave a whole population through fear alone. However, if our forces can show these people hope and prove that victories are possible, it might be enough to tip the balance to open revolt.

ILLUSTRATION: MIKE VILARDI

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IMPERIAL MOFF PAR LANKIN

Species: Human **Sex:** Male
Homeworld: Desstious
Height: 1.6 meters **Age:** 57

Crimes Against The New Republic: Treason, sedition, murder of New Republic personnel, destruction of New Republic property
Reward For Capture: 65,000

Imperial Moff Lankin is the despotic ruler of the Lambda Sector. He was known to be a loyal supporter of Emperor Palpatine, and seems to be on the verge of building his own Empire. Lambda Sector has a number of heavy industry worlds and ship construction centers, so he has ample facilities at his disposal, and he certainly has the desire to conquer. Recently, several Imperial patrol vessels belonging to ships stationed in Lankin's sector have been spotted by Republic patrol Droids on the perimeter of newly captured Republic systems. It is believed that he may be planning a quick conquest of these systems, which lack true military fortification and are susceptible to Imperial activities.

Lankin is known to be secretive, rumored to seldom venture from his governor's palace, except for occasional hunting expeditions to the Equatorial Reserves of Xandil VII.

■ **Imperial Moff Par Lankin**
DEXTERITY 2D+1
Blaster 3D
KNOWLEDGE 3D+2
Alien species 4D, bureaucracy 4D+2, cultures 5D, intimidation 7D, languages 4D, law enforcement 6D+2, planetary systems 4D+1, tactics: capital ships 5D, tactics: fleets 7D+1
MECHANICAL 3D
PERCEPTION 4D
Bargain 5D, command 6D+2, command: Imperial troops 8D, con 5D, search 5D+1
STRENGTH 2D+1
TECHNICAL 3D
Force Sensitive?: No **Force Points:** 3
Dark Side Points: 6 **Character Points:** 10
Move: 10
Equipment: Holdout blaster (3D damage), datapad, comlink



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Lankin is a cunning warrior and a dangerous foe. I personally conducted several operations in his sector, and have found his soldiers to be brave and of superior capabilities. They are driven, as if by a madman. While New Republic High Command seems to have decided not to take preventative measures against this man, I can assure you that conquest is his foremost plan. I can only believe that those encounters with his ships are meant to size up our defenses and response times. It is an indication that he is readying a strike against our weaker worlds.

ILLUSTRATION: MIKE VILARDI

TYRN JITON

Species: Devaronian **Sex:** Male
Homeworld: Fenves
Height: 1.8 meters **Age:** 27

Crimes Against The New Republic: Kidnapping, theft, murder
Reward For Capture: 12,000

Jiton is a bounty hunter who frequents the Borderland Regions between the boundaries of the New Republic and the Empire. His particular methods are unknown, though it is known that Jiton is remarkably successful in capturing his targets. Reports indicate that Jiton uses a small *Firespray*-class ship, similar to the one used by the infamous bounty hunter Boba Fett. New Republic armed forces should exercise caution if they should encounter Tyrn Jiton, as reports indicate that in addition to hunting bounties, he often kidnaps any who he suspects that could bring him profit and sells these captured victims to either crime lords or the Empire.



■ **Tyrn Jiton**
DEXTERITY 4D
Blaster 6D, brawling parry 5D, dodge 5D+1, grenade 6D, melee combat 6D+2, melee parry 5D
KNOWLEDGE 3D
Alien species 4D, intimidation 7D+1, languages 5D, law enforcement 6D+1, planetary systems 4D+2, streetwise 4D, survival 6D, willpower 5D
MECHANICAL 3D+2
Astrogation 6D+1, beast riding 4D+2, repulsorlift operation 4D+2, space transports 6D+2, starship gunnery 5D, starfighter piloting 4D+2, starship shields 4D+1
PERCEPTION 3D
Bargain 4D, con 5D, forgery 4D, gambling 4D+2, hide 6D, investigation 7D+2, search 7D, sneak 5D+2
STRENGTH 4D
Brawling 5D, climbing/jumping 4D+2, stamina 6D+2
TECHNICAL 3D
Armor repair 4D, blaster repair 5D+1, demolition 4D, security 3D+2, space transports repair 5D+2, starfighter repair 4D, starship weapons repair 4D+1
Force Sensitive?: No **Force Points:** 3
Dark Side Points: 6 **Character Points:** 12
Move: 11
Equipment: Blaster rifle (5D damage), blaster pistol (4D damage), knife (STR +1D damage), grenades (5D damage), thermal detonator (10D damage), neurostaff (6D stun damage; uses *melee combat* skill), syntherope, comlink, partial armor (+1D to STR to resist damage, no DEX penalty)

■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

We had known for quite a while that an active bounty hunter had sold several New Republic operatives to the Empire. Only after our capture of an Imperial Star Destroyer did we learn that Tyrn Jiton was responsible. Jiton was last seen in the Gantonnerre system, after he escaped from a group of New Republic operatives.

ILLUSTRATION: ROB CASWELL

ANDOV SYN

Species: Kerestian **Sex:** Male
Homeworld: Kerest
Height: 2 meters **Age:** 38

Crimes Against The New Republic: Murder of New Republic personnel, destruction of New Republic property, aiding and abetting known criminals, bribery

Reward For Capture: 60,000

Andov Syn's past is a question mark. He appeared on the scene shortly after the establishment of the New Republic, hiring his services out to wanted criminals. Syn has rapidly established a reputation in his chosen field: a bounty hunter who hunts other bounty hunters.

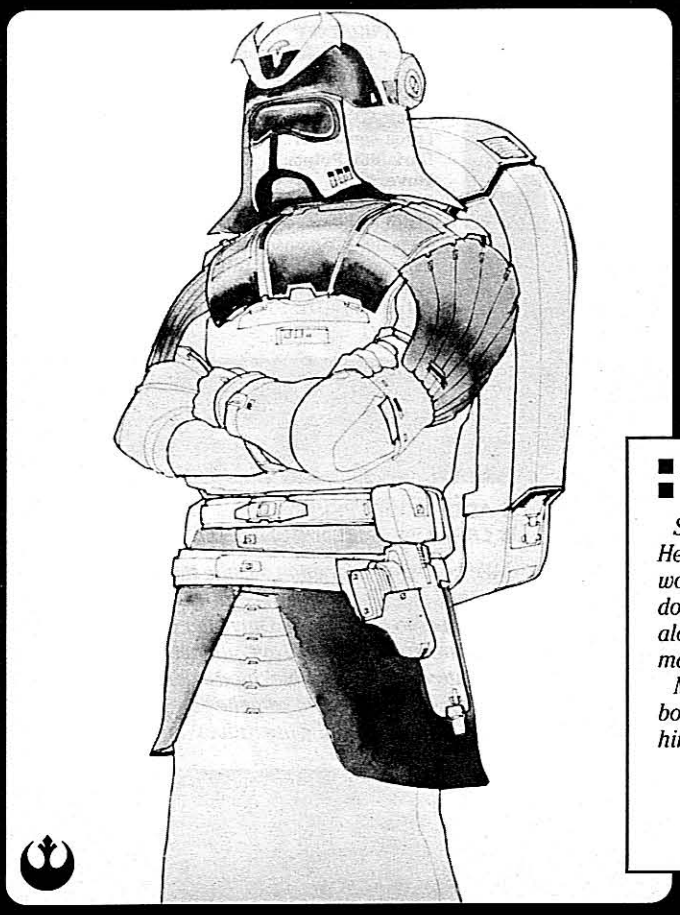
Syn is commonly hired by fugitives (including some listed here) to eliminate their pursuers. His fees are extremely high, but some reports say he works as much for the sport as for the money. His weapon of choice is a heavy blaster pistol, with which he is said to never miss.

Syn is best known for an incident on the planet Adim. A mining colony beset by pirates had hired six mercenaries to protect them. The pirates, in turn, hired Syn, who singlehandedly eliminated all of the town's guardians.

Syn travels in a jet-black modified space yacht.

■ *Andov Syn*

DEXTERITY 4D
Blaster 8D+2, brawling parry 4D+1, dodge 4D+2, melee combat 5D, vehicle blasters 4D+2
KNOWLEDGE 3D
Alien species 3D+2, intimidation 4D+2, streetwise 4D, willpower 3D+2
MECHANICAL 2D
Astrogation 3D, space transports 3D+1
PERCEPTION 3D+2
Bargain 4D, forgery 4D+1, gambling 4D+2, search 5D
STRENGTH 3D
Brawling 5D, stamina 4D+2
TECHNICAL 2D
Blaster repair 3D, first aid 4D, security 4D
Force Sensitive?: No **Force Points:** 3
Dark Side Points: 2 **Character Points:** 18
Move: 10
Equipment: Heavy blaster pistol (5D damage), datapad, medpac, glow rod, bounty hunter armor (+2D from physical, +1D from energy, -1D to *Dexterity* attribute and skills due to bulk)



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Syn is ruthless, deadly and utterly without pity. He has carved a niche for himself in the underworld and considers himself the best at what he does. Syn has picked up a number of talents along the way and is far more than a standard manhunter.

My warning to those of you who may seek the bounty on Andov Syn is, while you are hunting him, be sure that he is not hunting you as well.

ILLUSTRATION: LFL

■ DATA.SEARCH ■ PROG40062 ■ FILEPATH 9211/05P//PER.ADB//SC ■ FILEFORM..D.PAD/DOWNLOAD
■ SECTION TWO: BOUNTY HUNTERS ■ SOURCEFILE: WANTED BY CRACKEN ■ SUBJECT..

MOXIN TARK

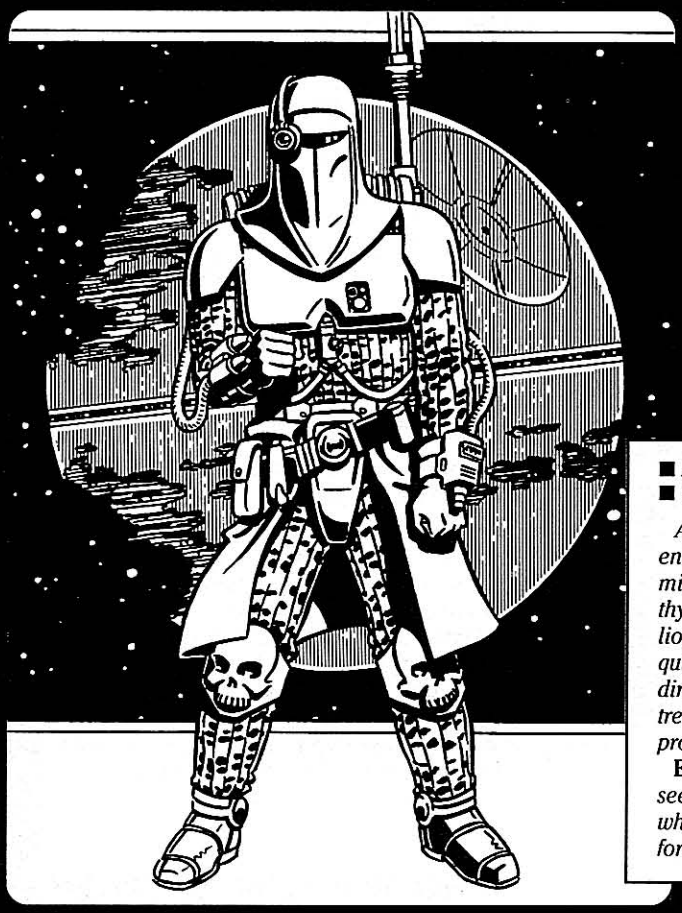
Species: Human **Sex:** Male
Homeworld: Bandonia
Height: 1.75 meters **Age:** 30

Crimes Against The New Republic: Murder of New Republic personnel
Reward For Capture: 6,000

Born in the Bandonian system, son of Imperial Lieutenant Boes Tark and wife Lanaxa. Tark grew up in a life of luxury and privilege, but quickly became disenchanted and sought adventure in space. Hoping his son would follow him into the Imperial military, Boes Tark trained his son in survival skills, as well as personal and fire combat. Through a series of peculiar circumstances, Moxin drifted into the profession of bounty hunting despite his pampered background.

Tark is currently wanted for the murder of a New Republic official. While re-establishing the government of a small colony in the Geal system, a group of New Republic troops under the command of Captain Narn Detan encountered Tark. Instead of surrendering, Tark killed Detan in cold-blood in front of his startled troops — somehow Tark escaped, and was able to claim the bounty on Detan.

Moxin Tark wears a custom suit of armor based on that of the Sun Guards of Thyrsus, which provided visual inspiration for the Emperor's Royal Guard uniforms. It is not known why he has adopted this peculiar visual symbol.



■ **Moxin Tark**
DEXTERITY 3D+1
Blaster 4D, blaster artillery 4D+2, dodge 5D, melee combat 5D, melee parry 4D+1, vehicle blasters 5D+1
KNOWLEDGE 3D
Alien species 4D, cultures 3D+2, intimidation 4D+2, languages 4D+1, streetwise 5D, survival 4D, value 3D+2
MECHANICAL 4D
Astrogation 4D+2, beast riding 5D, repulsorlift operations 4D+2, space transports 5D+1, starship gunnery 5D+2, starfighter piloting 6D
PERCEPTION 3D+1
Bargain 3D+2, con 4D, gambling 5D, hide 4D+1, sneak 4D, search 5D
STRENGTH 3D
Climbing/jumping 4D, lifting 4D, stamina 5D
TECHNICAL 2D+2
Demolition 3D, first aid 4D, security 5D
Force Sensitive?: No **Force Points:** 4
Dark Side Points: 4 **Character Points:** 15
Move: 10
Equipment: Blaster rifle (5D damage), heavy blaster pistol (5D damage), force pike (STR +2D damage), four medpacs, comlink, chronometer, macrobinoculars (attached to armor), Sun Guard replica armor (+1D to STR for resisting damage, no DEX penalty)

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

A somber personal note must accompany this entry, for Captain Detan was a good friend of mine, and an excellent officer. It is also noteworthy to mention that during the days of the Rebellion, the services of Moxin Tark had been acquired from time to time by us when we were in dire need: he should be approached with extreme caution since he is quite familiar with our procedures.

Entry Update: *Moxin Tark was most recently seen on Bothawui, the homeworld of the Bothans, where he was observed establishing contact with former agents of Jabba the Hutt.*

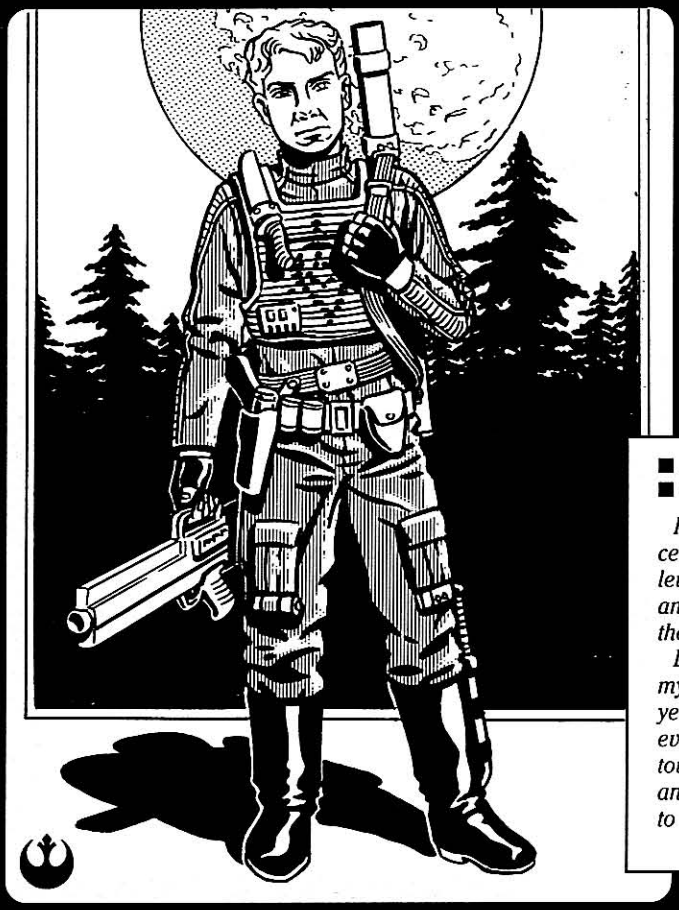
ILLUSTRATION: MIKE JACKSON

YARR GATONNE

Species: Human **Sex:** Male
Homeworld: Bonadan
Height: 1.8 meters **Age:** 35

Crimes Against The New Republic: Murder, kidnapping
Reward For Capture: 13,500

Yarr Gatonne is a bounty hunter frequenting the Testarr Sector and neighboring trade regions. Gatonne is one of many bounty hunters once employed by the Empire during the time of war against the Rebel Alliance. His methods vary greatly depending on his target. Often, he has used subtlety when acting against members of the Rebel Alliance and the New Republic, and more overt methods against common criminals such as smugglers and pirates. One reported method that Gatonne has employed is to capture and interrogate contacts and close associates of the target. Gatonne then disguises himself as the contact and approaches the target, luring him or her to capture. However, Gatonne has used other methods extensively as well, including bribery of local officials, the hiring of mercenary operatives, and direct confrontation.



■ **Yarr Gatonne**

DEXTERITY 4D+1
Blaster 5D+2, dodge 6D, melee combat 5D+2, melee parry 5D
KNOWLEDGE 3D
Languages 4D, planetary systems 3D+2, streetwise 5D, survival 3D+2
MECHANICAL 4D
Astrogation 4D+1, beast riding 5D, repulsorlift operation 6D, space transports 4D+2, starship gunnery 5D
PERCEPTION 4D
Bargain 5D+1, con 6D, gambling 7D, hide 5D+2, sneak 6D, search 7D
STRENGTH 4D
Brawling 5D, climbing/jumping 4D+2, stamina 6D
TECHNICAL 3D
Computer programming/repair 4D, repulsorlift repair 4D, security 5D, space transports repair 4D
Special Abilities:
Cybernetic Improvement: Has a Neuro-Saav Hifold Sensory Package (see page 38 of *Cracken's Rebel Field Guide*), which increases *Perception* and all related skills by +1D. This is a cybernetic right eye which is cleverly disguised to look like a natural eye.
Force Sensitive?: No **Force Points:** 3
Dark Side Points: 2 **Character Points:** 16
Move: 10
Equipment: Heavy blaster pistol (5D damage), knife (STR +1D damage), comlink, restraints, recording rod, macrobinoculars

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Recent reports tell us that Gatonne has received several contracts for New Republic high-level personnel, including engineers, diplomats and military commanders. There is no proof, but the Empire is surely at fault.

Do not underestimate this man's abilities. I, myself, once had a run-in with Gatonne several years ago on the banking world of Sestria. He eventually chased me to the crystal spires that towered thousands of meters above ground level, and the only thing that saved me was being able to summon my ship with a beckon call.

ILLUSTRATION: MIKE JACKSON

TANTOR

Species: Esoomian **Sex:** Male
Homeworld: Esooma
Height: 3 meters **Age:** 39

Crimes Against The New Republic: Murder of New Republic personnel, assault with intent to kill, resisting arrest, aggravated assault, assault with a deadly weapon
Reward For Capture: 30,000

Tantor is an enforcer by trade, known in the cantinas of Mos Eisley as an "antennae-breaker." He arrived on Tatooine too late to join the late Jabba the Hutt's organization, and so has been forced to hire himself out to small-time crime lords like Corf Sarb. Still, the pay is good and there are plenty of opportunities to break New Republic lawmen in two.

Although he carries a vibroaxe, Tantor is perfectly happy using his meaty fists to do his job. In addition to collecting debts owed his employers, Tantor acts as bodyguard and occasionally hired killer. Although not terribly intelligent, he has rarely needed to know anything beyond "I hit, he fall down."

Tantor's speech, like that of most Esoomians, is garbled, but he takes orders well and is surprisingly loyal for one in his line of work. He would never have brought Corf Sarb's palace down around his ears if his boss hadn't reneged on his pledge to pay Tantor's medical bills after a run-in with a clan of Gamorreans.

■ Tantor
DEXTERITY 2D
Brawling parry 4D+1, dodge 3D, melee combat 4D+2, melee parry 4D+1
KNOWLEDGE 2D
Intimidation 10D+2, streetwise 4D+2
MECHANICAL 2D
Ground vehicle operation 3D
PERCEPTION 3D
Gambling 4D+1, persuasion 5D
STRENGTH 7D
Brawling 7D+2, lifting 7D+1, stamina 7D+2
TECHNICAL 2D
Force Sensitive?: No **Force Points:** 5
Dark Side Points: 6 **Character Points:** 21
Move: 11
Equipment: Vibroaxe (STR+3D)



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Don't let his slowness of brain or brawn fool you — if Tantor gets his hands/hooves on you, it's over. Esoomians are among the best hired muscle in the galaxy, and now that the Imperials are no longer quarantining their planet, they are free to spread out and find work.

Tantor is not completely without cunning, so don't always expect frontal attacks from him. It's difficult to conceal one of such bulk, but if there's a dark alley nearby, he'll hide in it and grab you as you go by. So look twice — the New Republic needs no more martyrs.

ILLUSTRATION: LFL

■ DATA.SEARCH ■ PROG40062 ■ FILEPATH 9211/05P//PER.ADB//SC ■ FILEFORM..D.PAD/DOWNLOAD
■ SECTION THREE: SMUGGLERS/THIEVES ■ SOURCEFILE: WANTED BY CRACKEN ■ SUBJECT..

QAN GINDOCH

Species: Human **Age:** 35
Homeworld: Tralfin
Height: 1.75 meters **Weight:** 80 kilograms

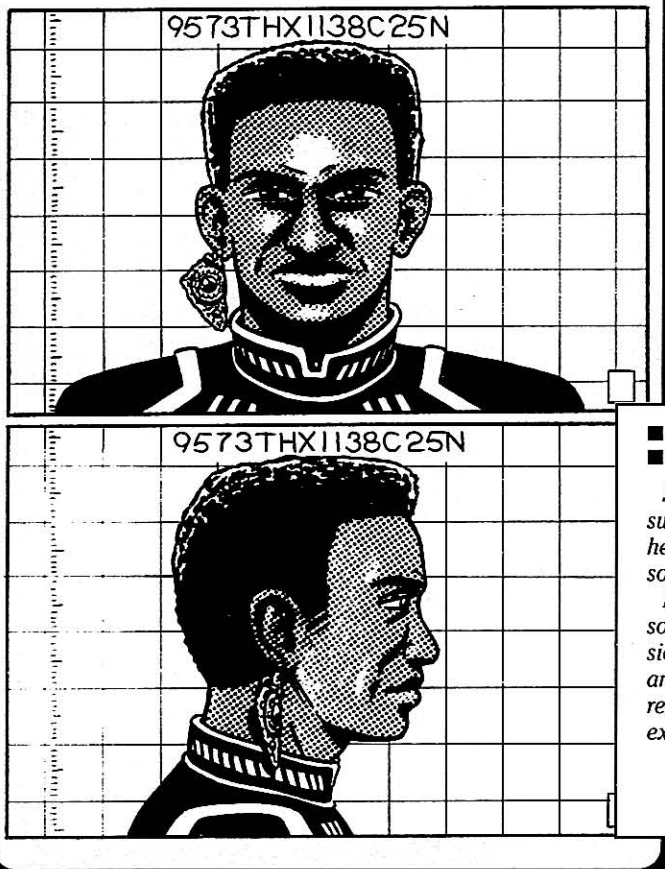
Crimes Against The New Republic: Smuggling, theft
Reward for Capture: 3,500

Gindoch is a spice smuggler, formerly in the employ of Pendor Gyrr. Subject was captured on Mantooine after a raid by New Republic agents. Was found with large sums of counterfeit credits, apparently paid to him by Gyrr. After interrogation, New Republic officials were satisfied that Gindoch was not a part of the counterfeiting operation, but instead a small-time smuggler used by Pendor Gyrr. Because of his cooperation after his capture and the minor severity of his crimes, Gindoch was released after paying a small fine.

Since that time, reports have been received indicating that Gindoch has returned to the smuggling trade, but is now working directly for the Empire in addition to working for various criminal organizations. The most recent reported incident concerns a shipment of blasters stolen while *en route* to the New Republic's training facilities on Vessitoar. While most of the shipment has not yet been recovered, a small number of items from that shipment turned up during a routine security check at the spaceport on Celanon.

These items were traced to a small-time arms broker who had obtained samples from Rethorn, the notorious Ithorian crime lord. When agents of Rethorn's were captured, they revealed that the weapons had been smuggled by Qan Gindoch aboard a stolen freighter.

■ **Qan Gindoch**
DEXTERITY 3D+1
Blaster 3D+2, dodge 4D, melee combat 4D, melee parry 4D
KNOWLEDGE 2D+1
Cultures 3D+2, languages 4D+1, streetwise 5D+2, survival 3D+2
MECHANICAL 3D+2
Astrogation 5D, space transports 6D, starship gunnery 4D+2
PERCEPTION 3D
Bargain 4D, con 4D+2, gambling 5D, hide 5D, sneak 4D+1, search 4D+2
STRENGTH 3D
TECHNICAL 2D+2
Space transports repair 4D
Force Sensitive?: No **Force Points:** 1
Dark Side Points: 1 **Character Points:** 15
Move: 10
Equipment: Heavy blaster pistol (5D+2 damage)



■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

Some men never learn — Qan Gindoch is one such man. I guess it was too much to expect that he might have been able to find honest work somewhere in the galaxy. Old habits die hard.

Perhaps it is the lure of easy money that keeps so many criminals practicing their illicit professions. Still, it is amazing how many smugglers and criminals work for the Empire! Don't they realize that the Empire, given a chance, would execute them all?

ILLUSTRATION: MIKE JACKSON

TORD GAMB

Species: Human **Sex:** Male
Homeworld: Port Evokk
Height: 1.8 meters **Age:** 47

Crimes Against The New Republic: Theft, larceny, fraud, espionage, theft of computer data
Reward For Capture: 25,000

Tord Gamb is a known gambler and con man, with a long history of frauds, cons and other deceptions. Since the rise of the New Republic, there have been few reports regarding Tord Gamb, until very recently. At the shipyards of Sluis Van, Gamb managed to pose as an independent trader with supplies needed by the shipyards. After gaining access to the shipyards, he was able to con numerous targets out of a total of several hundred thousand credits.

Since then, there have been reports of three similar operations on the worlds of Bimmisaari, Maphus Tria and Algarra II. It is also believed that Tord Gamb has been able to secure very detailed information regarding the New Republic defense net around Asmall. If this information were to become available to the Empire, this important manufacturing center might be lost and we cannot allow this to happen.



■ **Tord Gamb**
DEXTERITY 3D+2
Blaster 5D, dodge 4D+2, pick pocket 6D
KNOWLEDGE 3D
Alien species 5D, bureaucracy 6D+1, business 5D, cultures 4D+2, languages 4D+2, planetary systems 5D, streetwise 7D+2, value 5D+2
MECHANICAL 2D+1
Astrogation 4D+1, beast riding 3D+2, repulsorlift operation 3D+2, space transports 5D, starship gunnery 4D, starship shields 4D+1
PERCEPTION 4D
Bargain 4D+2, con 8D+2, gambling 6D, hide 4D+1, investigation 6D+2, persuasion 7D, sneak 4D+2, search 5D
STRENGTH 2D+2
Climbing/jumping 4D+2, stamina 4D
TECHNICAL 2D+1
Computer programming/repair 3D+2, demolition 3D, Droid programming 4D+2, Droid repair 5D, security 7D+2, space transports repair 4D
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 18
Move: 10
Equipment: Pocket computer (with 3 pre-programmed hyperspace jumps), datapad, stock YT-1300 light freighter

■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

While the apprehension of this man is of importance to the security of the New Republic, it occurs to me that a man of Tord's abilities could be an asset to our cause. Men like Tord often have numerous contacts in the underworld that could facilitate our efforts against those who oppose the rule of the New Republic.

Agents coming in contact with Gamb Tord are authorized to approach him and offer him a deal: all the charges against him will be dropped in exchange for his services to the New Republic. While such a deal is certainly unusual, it is my belief that Tord could be persuaded to aid us.

ILLUSTRATION: MIKE VILARDI

BOM VIMDIN

Species: Advozse
Sex: Male
Homeworld: Riflor
Height: 1.8 meters
Age: 35

Crimes Against The New Republic: Smuggling, treason, aiding Imperial forces
Reward For Capture: 12,000

Bom Vimdin is a smuggler who has, on more than one occasion, been caught transporting Imperial agents from New Republic territories to those still under control of the Empire. However, for each time that Vimdin has been caught, he has somehow gained release, each time with outside help. This would indicate that Vimdin has agents who work with him. Exactly how these agents locate Vimdin each time remains a mystery.

Underworld contacts indicate that Vimdin demands an extremely high price for his services. However, Commander Solo, who has had several run-ins with this criminal, will point out that Vimdin is among the best at what he does. His wealth may account for how he has been able to hire such loyal agents.

■ *Bom Vimdin*

DEXTERITY 2D+1
Blaster 4D+1, dodge 5D, melee combat 4D, melee parry 3D+1, pick pocket 5D
KNOWLEDGE 2D+1
Alien species 3D+1, bureaucracy 4D, law enforcement 8D+2, streetwise 7D+2, value 4D+2
MECHANICAL 3D+2
Astrogation 5D, repulsorlift operation 4D+2, space transports 5D, starship gunnery 6D, starship shields 4D
PERCEPTION 3D
Bargain 8D, con 10D+2, gambling 4D, hide 4D, investigation 7D, search 4D, sneak 4D
STRENGTH 3D
Brawling 3D+2, climbing/jumping 4D
TECHNICAL 2D+2
Computer programming/repair 4D, demolition 3D+2, repulsorlift repair 4D+1, security 8D+1, space transports repair 4D+2
Force Sensitive?: No
Force Points: 1
Dark Side Points: 0
Character Points: 15
Move: 9
Equipment: Stock Ghtroc freighter (see *Star Wars: The Roleplaying Game, Second Edition,* page 121), blaster pistol (4D damage)



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Bom Vimdin is a true mercenary: one who would sell his soul, the fate of his people, and even that of the galaxy for a few credits. He cares little for what happens to those he harms provided the credit balance in his account grows. In all the times that Vimdin has been captured and later freed, there is no information at all regarding those agents who work for him.

ILLUSTRATION: MIKE VILARDI

PENDOR GYRR

Species: Givin **Sex:** Female
Homeworld: Yag'Dhul
Height: 1.6 meters **Age:** 40

Crimes Against The New Republic: Counterfeiting New Republic currency, smuggling, larceny
Reward For Capture: 15,000

While Pendor Gyrr is a bit of a misfit on her native Yag'Dhul, she has made a fortune by applying her species' natural aptitude for mathematics to more "practical" uses: counterfeiting.

Pendor seems to have profited immensely from the economic instability the galaxy now faces. She has been able to produce large quantities of Imperial and New Republic currencies, and use them to purchase goods and equipment when the value of the currency in question is high. While her operation isn't large enough to devalue our currency, it is worrisome — if others were to copy her, the Republic could face severe financial repercussions.

Fortunately, her fakes aren't, as yet, perfect. A large amount of counterfeit currency has been confiscated over the past year, and much of it can be traced back to Gyrr's operation thanks to testimony from Qan Gindoch. Pendor's operations seem to extend to spice smuggling and black market goods trading (most of the equipment has been stolen from other sources). Gyrr is believed to have several bases on prominent trade worlds, including the Corellian system, Bespin, Ord Mantell, Celanon and Nar Shaddaa.



■ **Pendor Gyrr**
DEXTERITY 2D+2
KNOWLEDGE 3D+1
Alien species 5D, bureaucracy 5D+2, business 7D+1, business: banking 7D+2, cultures 4D, languages 5D, scholar: currency 8D, scholar: financial markets 7D, streetwise 5D+2, value 4D
MECHANICAL 3D+2
Repulsorlift operation 4D
PERCEPTION 2D
Bargain 5D, con 4D+2, forgery 8D, gambling 5D, hide 5D, investigation 7D, sneak 5D+1, search 4D+2
STRENGTH 2D+1
TECHNICAL 4D
Blaster repair 5D+2, computer programming/repair 4D+1, security 5D
Special Abilities:
Mathematical aptitude: Givin receive a bonus of +2D when using skills involving mathematics, including *astrogation.* They can automatically solve most "simple" (for them) mathematics.
Force Sensitive?: No **Force Points:** 1
Dark Side Points: 0 **Character Points:** 15
Move: 9
Equipment: Hold-out blaster (3D+1 damage), datapad, hand scanner, plates of current Imperial and New Republic credits

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Few people truly understand the kind of damage counterfeiting can do. It can undermine the confidence in a currency, and thus the government that supports it. If this kind of crime becomes too rampant, the New Republic could collapse due to financial troubles, as opposed to the military struggle we are all so used to. Stopping her is very important to the future security of the New Republic's currency. Unsubstantiated reports indicate that Gyrr has begun operating from her base on Ord Mantell.

ILLUSTRATION: ROB CASWELL

GAOR TEMBON

Species: Sullustan **Sex:** Male
Homeworld: Sullust
Height: 1.7 meters **Age:** 46

Crimes Against The New Republic: Smuggling, transportation of slaves, conspiracy to deprive sapients of their freedom, manslaughter
Reward For Capture: 30,000

Originally from the Sullust system, Gaor Tembon is a smuggler of wide renown in the Borderland Regions. Though he himself has never been caught, several of his operatives have, and their interrogation serves as a source for much of the information included here.

It is said that there is no cargo that Gaor Tembon will refuse to carry, and no customer that he will refuse to serve. He has even participated in slave running operations, marking him an unscrupulous fiend of the worst kind. This has made him quite popular with all sorts of customers, ranging from the Riders of the Maelstrom, to the Empire, to criminal organizations as large and dangerous as the Hutt crime families.

However, his operatives have indicated that he has changed his attitudes. They claim that Tembon has cut off all relations with the remaining forces of the Empire and will no longer accept slave cargoes. This change has occurred due to an attempt by the Empire to forcibly acquire some of his ships. This betrayal infuriated Tembon, who has sworn to help overthrow the Empire. While their information may be suspect, his captured operatives indicate that Tembon's current location is Nexer system, where he is relatively close to several main trade routes, but far removed from inquiring officials.



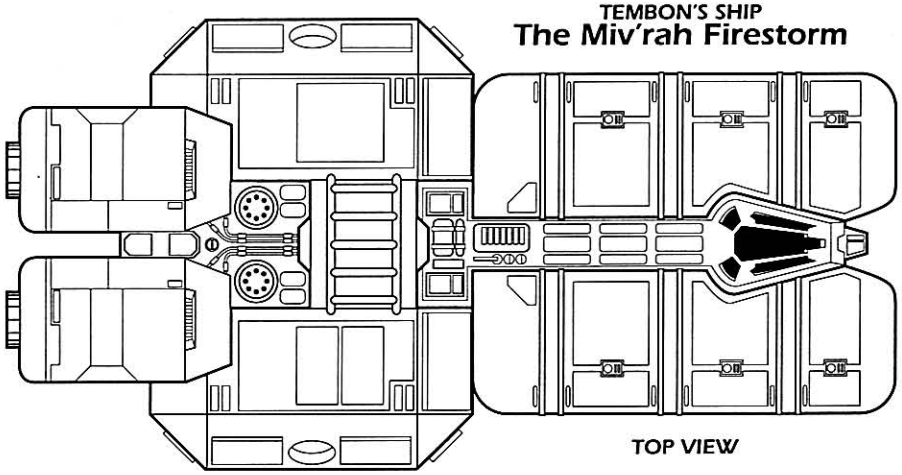
■ **Gaor Tembon**
DEXTERITY 3D
Blaster 5D+1, dodge 4D+1, melee combat 5D+2, melee parry 5D
KNOWLEDGE 2D+1
Bureaucracy 4D+1, languages 5D, planetary systems 3D+2, streetwise 4D
MECHANICAL 3D+2
Astrogation 6D, starfighter piloting 6D, starship gunnery 5D+2, starship shields 5D+2
PERCEPTION 3D
Bargain 6D, con 7D, gambling 5D, hide 4D+2, search 5D, sneak 5D
STRENGTH 2D+2
Brawling 4D+2
TECHNICAL 2D+2
Security 5D, starfighter repair 5D+2
Special Abilities: *Enhanced Senses, Location Sense* (see *Star Wars: The Roleplaying Game, Second Edition,* page 136).
Force Sensitive?: No **Force Points:** 2
Dark Side Points: 4 **Character Points:** 18
Move: 10
Equipment: Blaster pistol (4D damage), *Miv'rah Firestorm* freighter

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Gaor Tembon represents an interesting case. Though it is without question that he has committed atrocities, his recent actions have been of great help to us. However, I cannot condone the activities of a former slaver — despite his seeming "change of face," he must be brought to justice!

ILLUSTRATION: MIKE JACKSON

TEMBON'S SHIP
The Miv'rah Firestorm



TOP VIEW

Tembon's ship is a highly-modified *Nestt*-class light freighter. He has installed concealed quad laser cannons that can be retracted beneath hull plating (to discourage nosy customs inspectors). He has rearranged most of the interior life support systems to make room for smuggling compartments below and above decks on the ship.

The extra power drain of the quad lasers required completely reworking the SoroSuub Nepton power core, as well as the installation of no less than half a dozen Koensayr TLB power converters. However, the energy output of the power core is so high that he must shunt nearly 30% of the energy into the power converters when in close proximity to customs ships to prevent their sensors from reading the ship's true power output (which is, of course, far beyond legal limits). Whenever Tembon is forced to do this, the feedback blows at least one of the power converters. As with many modified freighters, this temperamental ship requires constant maintenance.

■ The Miv'rah Firestorm

Craft: SoroSuub *Nestt*-class light freighter
Type: Modified light freighter
Scale: Starfighter
Length: 29 meters
Skill: Space transports: *Nestt*-class light freighter
Crew: 1 (co-pilot optional)
Passengers: 4
Cargo Capacity: 110 metric tons
Consumables: 2 weeks
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Hull: 3D+2
Shields: 2D
Sensors:
Passive: 15/1D
Scan: 25/2D
Search: 50/2D+2
Focus: 4/4D
Weapons:
2 Quad Laser Cannons (fire separately; concealed)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/15/30
Damage: 4D+2

ILLUSTRATION: JOHN PAUL LONA

TARDON GOLOR

Species: Twi'lek **Sex:** Male
Homeworld: Ryloth
Height: 2 meters **Age:** 40

Crimes Against The New Republic: Theft of New Republic property, theft of civilian property
Reward For Capture: 18,000

Tardon Golor has been in the starship theft business for a long time — he once worked with a young Niles Ferrier, and in that time the pair learned much about their "trade."

Tardon Golor is wanted for the theft of several New Republic starships, including several X-Wing fighters and a pair of B-Wings. He has been known to sell stolen ships to any who will pay his price. Golor isn't picky about what he steals — if there is demand for a particular ship, civilian or military, he will steal it if possible. Most of Golor's clients are smugglers and suppliers to pirates and other criminals — they don't ask questions about where the ships came from. Recent reports have indicated that Golor has tried to contact the Empire and provide ships and ship components.



■ Tardon Golor

DEXTERITY 3D
Blaster 5D, blaster artillery 5D, dodge 4D+2
KNOWLEDGE 4D
Alien species 5D+2, bureaucracy 6D+1, cultures 5D+1, languages 4D, law enforcement 4D+2, streetwise 4D+2, value 5D
MECHANICAL 2D+1
Astrogation 4D, repulsorlift operation 4D+1, space transports 5D, starfighter piloting 5D, starship gunnery 4D, starship shields 4D
PERCEPTION 3D
Bargain 4D, con 5D, gambling 4D, hide 3D+1, search 3D+2, sneak 3D+2
STRENGTH 2D+2
TECHNICAL 3D
Computer programming/repair 11D+1, Droid programming 4D, Droid repair 5D, security 5D+1, space transports repair 4D+2, starfighter repair 5D, starship weapons repair 4D+2
Special Abilities:
Tentacles: Twi'leks can use their tentacles to communicate with each other, much like a "secret" language.
Force Sensitive?: No **Force Points:** 1
Dark Side Points: 1 **Character Points:** 23
Move: 10
Equipment: Hold-out blaster (3D+1 damage), datapad, pocket computer with scomp-link (with hyperdrive coordinates for three jumps pre-programmed; also used to override starship security programs)

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Thieves like Tardon Golor are clever, and thus more dangerous than a thug who comes barging in, blasters blazing. Instead, Golor looks for a hole in a security system and then takes whatever he can before we have even discovered his presence. Not only do we lose the ships, but they often end in opposition to our interests. Since Golor sells to smugglers and pirates, our law enforcement agents inevitably encounter ships once reported as stolen. Worse still is the fact that he sells to salvagers, who in turn sell the parts back to us!

ILLUSTRATION: MIKE JACKSON

BEYLA RUS

Species: Human **Sex:** Male
Homeworld: Tibro
Height: 1.5 meters **Age:** 31

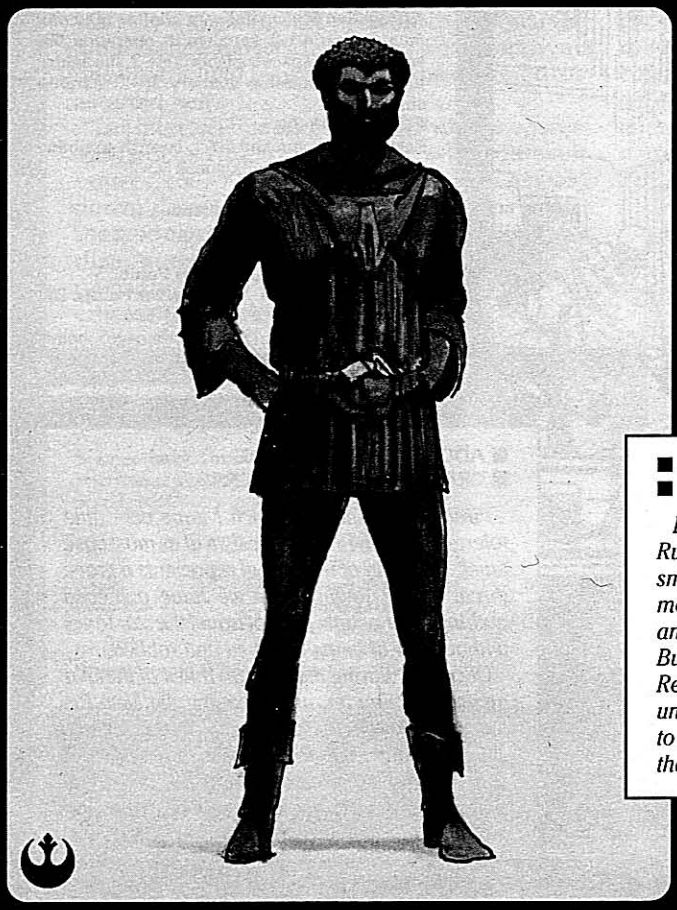
Crimes Against The New Republic: Theft, piracy, destruction of New Republic property
Reward For Capture: 15,000

Beyla Rus and his pirate crew have been one of the terrors of the space lanes for some years now. Rus, also known as the "Gentleman Pirate," targets primarily merchant ships. During the Rebellion, he was careful not to anger either side, but has now taken to raiding New Republic cargo vessels. "To the winners go the spoils — and then I take them for myself," he was heard to say by one of his victims.

Rus' pirates have never been known to kill — they use stun weapons and shrewd tactics. He much prefers his victims alive (albeit with their ships disabled) to spread tales of his audacity. His reputation is of supreme importance to him — "it is, after all, the only thing a pirate is left with after the loot has been spent," he has said.

Rus flies a Corellian Corvette, with a crew of roughly 60 cutthroats and scoundrels. Where he gets his information about ship schedules and types of cargo is unknown. Although he claims to be able to smell a trap a parsec away, a suitably valuable cargo (or rumors of one) might be sufficient to lure him in.

■ *Beyla Rus*
DEXTERITY 3D
Blaster 4D, brawling parry 4D+1, dodge 4D, melee combat 4D+2, melee parry 4D, vehicle blasters 5D
KNOWLEDGE 4D
Intimidation 5D, languages 5D, planetary systems 4D+2, streetwise 4D+2, value 5D, willpower 4D+1
MECHANICAL 3D+1
Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D
PERCEPTION 3D
Command 4D, gambling 3D+2, hide 4D, persuasion 4D
STRENGTH 3D
Brawling 4D+1
TECHNICAL 3D
Capital starship repair 3D+2, capital starship weapon repair 3D+2, first aid 3D+1
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 10
Move: 10
Equipment: Blaster pistol (4D damage), vibroblade (STR+3D damage), comlink



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Despite his piracy, it is difficult to truly hate Rus, who at least operates with some style. He is smug, overconfident and roguish. He is a pirate more for the sport of it than the material gain, and his bloodless record is a point in his favor. But the fact remains that he is a threat to New Republic commerce, at a time when the fledgling union of worlds cannot afford that. Bringing Rus to justice would be an example to other pirates that such activities will not be tolerated.

ILLUSTRATION: LFL

LAERRON WOERN

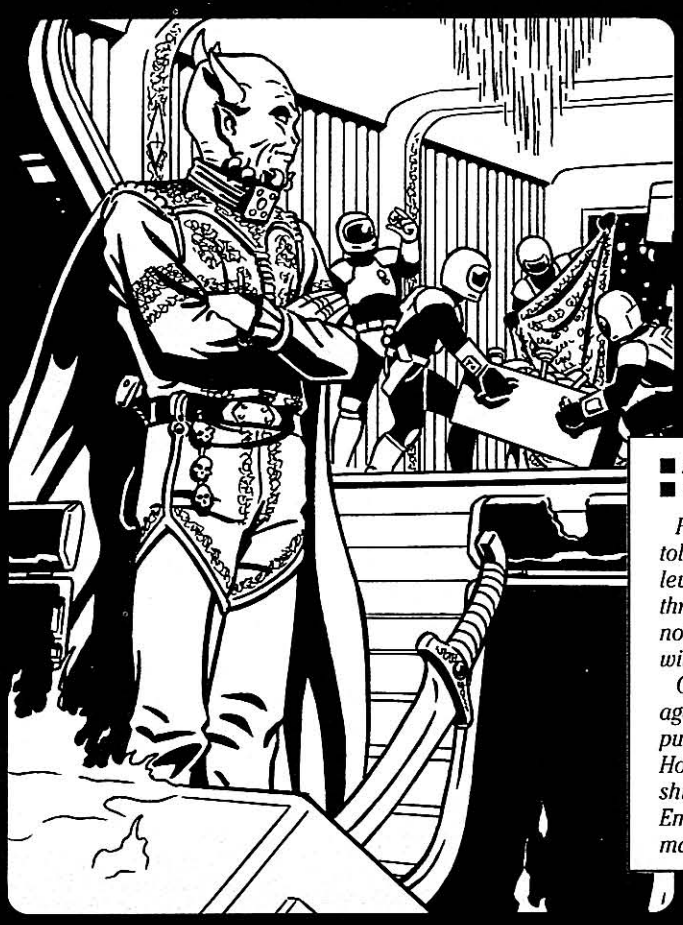
Species: Elomin **Sex:** Male
Homeworld: Elom
Height: 1.75 meters **Age:** 35

Crimes Against The New Republic: Piracy, theft
Reward For Capture: 25,000

Laerron Woern was last seen in the Atrig system, on Korbin, where it is suspected he purchased information regarding New Republic trade routes from spies within the government. In the past, raids made by Woern and his band seemed indiscriminate: Imperial, Republic and civilian vessels were all victimized by Woern. However, it has been noted that the last eight known strikes by Woern have been made specifically against the New Republic.

Woern is known to have a sizeable pirate fleet at his command, with over 100 soldiers and several small assault ships. Small, lightly defended cargo fleets, unarmed passenger liners and large civilian cargo transports are perfect targets for this kind of fleet. Just as the Rebel Alliance survived by harassing poorly-armed Imperial supply fleets, so Woern is able to get what he needs through identical methods. Unfortunately, the Republic faces an unending shortage of armed fighting ships, so the situation is not likely to change for some time.

In addition to the basic reward posted by the New Republic, it is known that the Elomin Council, the governing body of the Elomin people, has posted an additional bounty of 10,000 credits on Woern. His actions are considered a disgrace by the Elomin people.



■ **Laerron Woern**
DEXTERITY 3D
Blaster 6D, dodge 5D+2, melee combat 6D+2, melee parry 5D+1
KNOWLEDGE 2D+2
Alien species 4D, bureaucracy 3D+2, cultures 4D, languages 4D+1, planetary systems 5D, streetwise 4D+2
MECHANICAL 3D+1
Astrogation 5D, capital ship piloting 6D, communications 4D+2, repulsorlift operation 6D, sensors 4D+2, space transports 6D+2, starfighter piloting 6D, starship gunnery 5D+2, starship shields 5D+1
PERCEPTION 3D
Bargain 6D, command 6D+1, con 7D, gambling 5D, hide 4D, search 5D, sneak 5D+2
STRENGTH 2D+2
Climbing/jumping 4D+1, stamina 4D
TECHNICAL 3D+1
Demolition 4D, security 5D
Force Sensitive?: No **Force Points:** 5
Dark Side Points: 4 **Character Points:** 20
Move: 12
Equipment: Sword (STR +2D damage), heavy blaster pistol (5D damage)

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Piracy is a crime for which I have very little tolerance. It is theft and terrorism at its most base level. This kind of individual represents a grave threat to the Republic — we have achieved nothing if our people cannot travel the star lanes without fear of being attacked and robbed.

Of course, during the difficult times of the war against the Empire, we (meaning the New Republic) resorted to theft on many occasions. However, our raids were confined to Imperial ships or corporate vessels solidly pledged to the Empire, and even then, we concentrated on making the raids as bloodless as possible.

ILLUSTRATION: MIKE JACKSON

GAMEMASTER INFORMATION
Laerron Woern

Woern has set up a base in an asteroid field in the remote Drup's Star system, where his presence is less likely to draw attention to itself. The base is completely contained within one of the largest asteroids in the field.

Named "Woern's Asteroid" by its current occupant, the asteroid provides more than simply a home for Woern's pirates. The mineral composition of the asteroids in the field is such that standard sensor readings are useless — the entire field reads as a dense area filled with minerals. It is possible to navigate around or through the asteroid belt using sensors, but it is impossible to detect other ships except in close proximity (if playing a table top game, only within 12 units) or with communications or visual contact.

Thus, any ships passing nearby or through the asteroid field would be unable to detect the presence of Woern's pirate base. Of course, the sensor interference affects Woern's ships as well, but all his men know several routes through the field enabling them to safely find the base asteroid.

Locating "Woern's Asteroid"

Woern has discovered that by readjusting a starship's sensors, it is possible to dampen the interference and locate his base. Fortunately, no one has thought to use this approach around the asteroid belt.

The interference encountered within the asteroid field can be "tuned down" with a Difficult *sensors* roll. After the interference is "tuned down," detecting his base or any starships within the field can be done at one level higher difficulty than "normal" *sensors* rolls (for example, if the difficulty would normally be Moderate, it increases to Difficult).

Navigation through the field without a course provided by Woern requires three Difficult skill rolls (using whatever is appropriate for the ship: *capital ship piloting, space transports* or *starfighter piloting*). If the roll is failed, the ships strikes (or is struck by) asteroids, doing 4D Capital-scale damage.

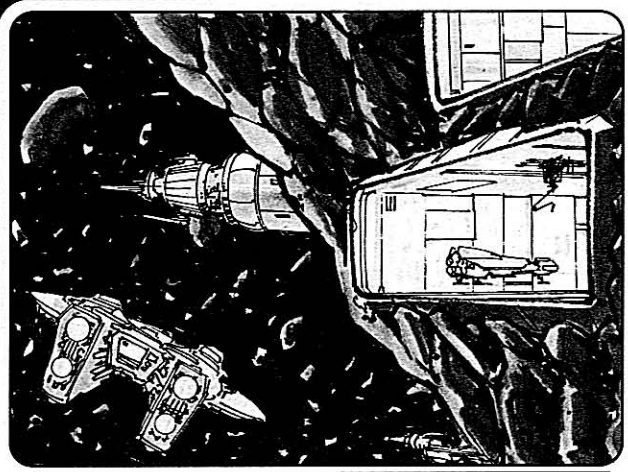
System Data

System Name: Drup's Star
Star Name: Drup's Star, Drup's Companion
Star Type: Binary orbital

Orbital Bodies

Name	Planet Type	Moons
Drup I	Searing rock ball	0
Drup II	Gas giant	5
Drup III	Volcanic	2
Drup Asteroid Field	Asteroid Field	0

■ *Woern's Asteroid*
Type: Asteroid
Temperature: Frigid
Atmosphere: None
Hydrosphere: Arid
Gravity: Light
Terrain: Natural tunnels, caves
Length of Day: Not applicable
Length of Year: 500 Standard Days
Sapient Races: Elomin, Gamorreans, Humans, Rodians
Starport: Standard Class
Population: 200
Planet Function: Pirate Base
Government: Despotic Pirate Gang
Tech Level: Space
Major Exports: None
Major Imports: None
Points of Interest: Woern's pirate base



■ Woern's Pirates

Woern has a band of nearly 200 pirates at his base on Woern's Asteroid. The pirates are of all species, including (but not limited to) Rodians, Gamorreans, Elomin and Humans. Below are game statistics for a typical member of Woern's pirate band.

DEXTERITY 2D+1
Blaster 3D+2, dodge 3D+2, melee combat 3D+2
KNOWLEDGE 2D
Cultures 3D+1, languages 3D, streetwise 3D+2, survival 3D+1
MECHANICAL 2D+2
Repulsorlift operation 4D, space transports 3D+2, starfighter piloting 3D+1, starship gunnery 3D+2, starship shields 3D+2
PERCEPTION 3D
Bargain 4D, con 4D, gambling 4D+1, hide 3D+1, search 4D, sneak 3D+2
STRENGTH 2D+2
Brawling 3D+2
TECHNICAL 2D
Force Points: 0
Character Points: 0-5
Equipment: Blaster pistol (4D damage), comlink, blast vest (+2 to front/chest)

■ Woern's Assault Shuttle

Craft: Modified Telgorn Corp *Gamma*-class Assault Shuttle
Type: Assault Shuttle
Scale: Capital
Length: 30 meters
Skill: Capital ship piloting: assault shuttle
Crew: 5
Crew Skill: Astrogation 4D, capital ship gunnery 3D+2, capital ship piloting 4D, capital ship shields 4D, starship sensors 3D
Passengers: 50 (troops)
Cargo Capacity: 5 metric tons
Consumables: One week
Hyperdrive Multiplier: x2
Hyperdrive Backup: x18
Nav Computer: Yes (three jump limit)
Maneuverability: 2D+1
Space: 8
Hull: 4D
Shields: 5D
Sensors:
Passive: 10/1D
Scan: 25/2D
Search: 100/2D+2
Focus: 3/3D
Weapons:
Four Laser Cannon (fire separately)
Fire Arc: Turret
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2KM/2.5KM
Damage: 2D
Tractor Beam
Fire Arc: Front
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5KM/3KM
Damage: 5D+2
Concussion Missile
Fire Arc: Front
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-2/8/15
Atmosphere Range: 100-200/800/1.5KM
Damage: 9D

Woern's Pirate Fleet

Woern's pirates have a small raiding fleet, most of them modified freighters. Woern's command vessel is a modified *Gamma*-class assault shuttle, which is stocked with weapons, survival gear, and extra provisions. Woern received the vessel after it had nearly been destroyed in a battle, sans all Zero-G stormtrooper suits. He removed all but two of the launch ports (one port and one starboard), and installed storage compartments, troops benches and compartments holding lightweight, sealed spacesuits (they provide only insulation from the vacuum of space; they have no armor value). If necessary, his pirates can disembark from the launch ports and cut through the hull of vessel for boarding.

Adventure Ideas

- In their search for Woern and his pirates, the characters discover that his ships were reported near the Drup's Star system. Arriving in the Drup system, they quickly learn that their sensors are next to useless in the asteroid field due to some kind of interference. The characters can either attempt to enter the asteroid field "flying blind," or they can attempt to adjust their sensors to "tune down" the interference.

If they can prove the existence of the base, and return this information to the New Republic, warships could lead an assault on the base and the characters would be due a substantial portion of the reward money.

ILLUSTRATION: JOHN PAUL LONA

JERRESK

Species: Quarren **Sex:** Male
Homeworld: Calamari
Height: 1.8 meters **Age:** 31
Crimes Against The New Republic: Piracy, theft of New Republic property, assault and battery
Reward For Capture: 8,000

Jerresk is a pirate of some renown in the Outer Rim Territories. Jerresk was last sighted in the Fordon system, after he and his henchmen attacked a New Republic supply ship en route to the Musson system. This was the fourth in a series of pirate raids perpetrated by Jerresk in the last six months, all targeted against supply ships belonging to the New Republic.

Jerresk uses complex, but reliable tactics. Each of his vessels is equipped with hyperdrives. When an attack is made, each ship has a pre-calculated hyperspace escape route — if the attack goes badly, the ships are to flee immediately. Each ship has a different location; after the first jump, each ship then makes a second jump to the true rendezvous point. This system prevents enemy ships from determining the true rendezvous point of Jerresk's ships. The Republic has been unable to determine the location of Jerresk's main base. Among the ships in Jerresk's fleet are a Corellian light freighter, two scout vessels and four Z-95 Headhunter starfighters.

■ Jerresk
DEXTERITY 3D
Blaster 5D, blaster artillery 4D+2, dodge 5D+2, melee combat 5D+2, melee parry 5D+1, vehicle blasters 4D+2
KNOWLEDGE 2D+2
Alien species 3D, bureaucracy 3D+1, languages 3D, streetwise 4D
MECHANICAL 3D
Astrogation 5D+1, beast riding 4D+2, repulsorlift operation 5D, space transports 6D, starfighter piloting 5D, starship gunnery 5D+1, starship shields 4D+2
PERCEPTION 3D+1
Bargain 5D, command 4D, con 5D+2, hide 5D, search 4D+2, sneak 4D
STRENGTH 3D+1
TECHNICAL 2D+2
Computer programming/repair 4D+1, demolition 4D, security 5D, starfighter repair 4D+1
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 18
Move: 10
Equipment: Heavy blaster pistol (5D damage)



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Jerresk has done a masterful job of keeping his base's location a secret. Likewise, he chooses his targets intelligently. This Quarren's activities have resulted in the loss of nine transport ships, in addition to numerous smaller craft. Fortunately, none of Jerresk's raids have resulted in fatalities, as the crews are packed into escape pods with distress signals. However, I believe that the pirate would have no qualms about killing should it be "necessary" to achieve his aims.

ILLUSTRATION: MIKE JACKSON

SAFONNE PENDON

Species: Rodian **Sex:** Male
Homeworld: Rodia
Height: 1.75 meters **Age:** 28

Crimes Against The New Republic: Piracy, theft, sabotage
Reward For Capture: 21,500

Safonne has confronted New Republic forces several times in the past year, and each time superior pirate forces have forced the surrender and loss of valuable New Republic ships.

We have learned that Pendon is the leader of this band, and commands the assaults from a heavily-armed Corellian Corvette. Other ships used in these assaults include two heavily-modified light freighters, a pair of Corellian Gunships, and a Skipray blastboat. The personnel under Pendon include the infamous Venithon Twins, a pair of Ithorian pirate raiders who have served in several other pirate gangs.

Due to the placement of the attacks, there is reason to suspect that Pendon's base is somewhere within the Mieru'kar sector, as all attacks have occurred in that sector or surrounding sectors. However, the sector has a low population and isn't well explored. There are scores of systems that the pirate base could be located in.

■ **Safonne Pendon**
DEXTERITY 3D+2
Blaster 5D+2, blaster artillery 5D+2, dodge 6D, grenade 5D, melee combat 7D, melee parry 5D
KNOWLEDGE 2D
Alien species 3D+2, bureaucracy 4D, cultures 4D, intimidation 3D+2, languages 5D, planetary systems 5D, streetwise 4D+2, survival 4D, value 5D
MECHANICAL 2D+2
Astrogation 5D+2, capital ship piloting 6D+2, repulsorlift operation 4D+2, space transports 5D, starfighter piloting 7D, starship gunnery 6D, starship shields 6D
PERCEPTION 3D
Bargain 5D, command 6D, con 5D, hide 3D+2, search 5D, sneak 4D
STRENGTH 2D+2
Stamina 5D
TECHNICAL 2D+1
Computer programming/repair 4D, demolition 5D, Droid programming 4D+2, Droid repair 4D, security 6D
Force Sensitive?: No **Force Points:** 1
Dark Side Points: 3 **Character Points:** 15
Move: 10
Equipment: Vibroblade (STR + 2D+1 damage), blaster pistol (4D damage), comlink, datapad



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

The attacks made by Pendon and his pirates have managed to stop resupply efforts to several bases in the Borderland Regions. It was hoped that by use of heavily armed convoys the pirates could be stopped, but these efforts have failed. Perhaps the secret is to have some brave Republic soldiers allow themselves to be captured and then try to sabotage the base while also sending out a subspace emergency broadcast to summon Republic military forces.

ILLUSTRATION: ROB CASWELL

GAMEMASTER INFORMATION
Pendon's Base

Pendon has established a pirate base on the icy world of Seltaya. His band consists of approximately 200 pirates, both male and female of numerous species. While many pirates plunder ships and simply keep the stolen goods, Pendon sells the majority of his merchandise to a wide variety of clients. During the days of the Empire, Pendon dealt only with criminal organizations, and on rare occasion, the Rebel Alliance. Since the rise of the New Republic, Pendon no longer deals with the New Republic, since his activities are now no longer acceptable to them. However, since turnabout is fair play, Pendon now sells to the Empire, along with his usual clientele of smugglers and crime lords.

Pendon's base is located in a large mountain range in the northern polar region of Seltaya. Pendon found a secluded canyon with several small caves years ago after a botched pirate raid on an Imperial convoy. His ship and crew were forced to land on the ice planet after being heavily damaged in combat with an Imperial Star Galleon.

While seeking safety, Pendon and his crew discovered the large network of caves which hid them from the Imperials until they were able to repair their ship. At that time, Pendon realized that the frigid world of Seltaya would make an excellent place for him to hide his pirate band. After expanding and reinforcing the cave network, Pendon relocated his band of pirates to this world, where they have been ever since.

Level 1. Hangar Bay: Located nearest to the surface of the planet, the hangar bay is enormous, easily able to hold Pendon's entire fleet. The majority of these ships are starfighters and small freighters, but Pendon also has several Corellian Corvettes and Gunships, as well a few Imperial blastboats and transports. This broad combination of ships provides Pendon's pirates with the firepower needed when attacking New Republic convoys.

Level one also houses ship maintenance and repair facilities, with a cargo lift going to several lower maintenance and ship storage areas.

Level 2. Operations Level: This level houses operations and planning rooms, training and workout facilities, and the treasure vault, where Pendon keeps much of the merchandise stolen during pirate raids. It is in the operations rooms that Pendon plans his raids. Adjacent to these rooms is the communications and sensor room.

After establishing the base, Pendon positioned several ground-based sensors on the surface of the planet along with several orbital sensor satellites to detect any unwanted or uninvited guests. These sensors can detect an incoming ship as soon as it approaches the planet, and warn Pendon and his pirates of any unexpected visitors.

The communication room also houses the targeting systems for a KDY v-150 Planet Defender Ion Cannon, actually placed nearly 100 kilometers to the south of the base (there are several rotating shifts of crewmen for the gun). Similar to the one used by the Rebel Alliance on Hoth, this weapon is used to cripple any undesirable ships that wander too close to the planet Seltaya.

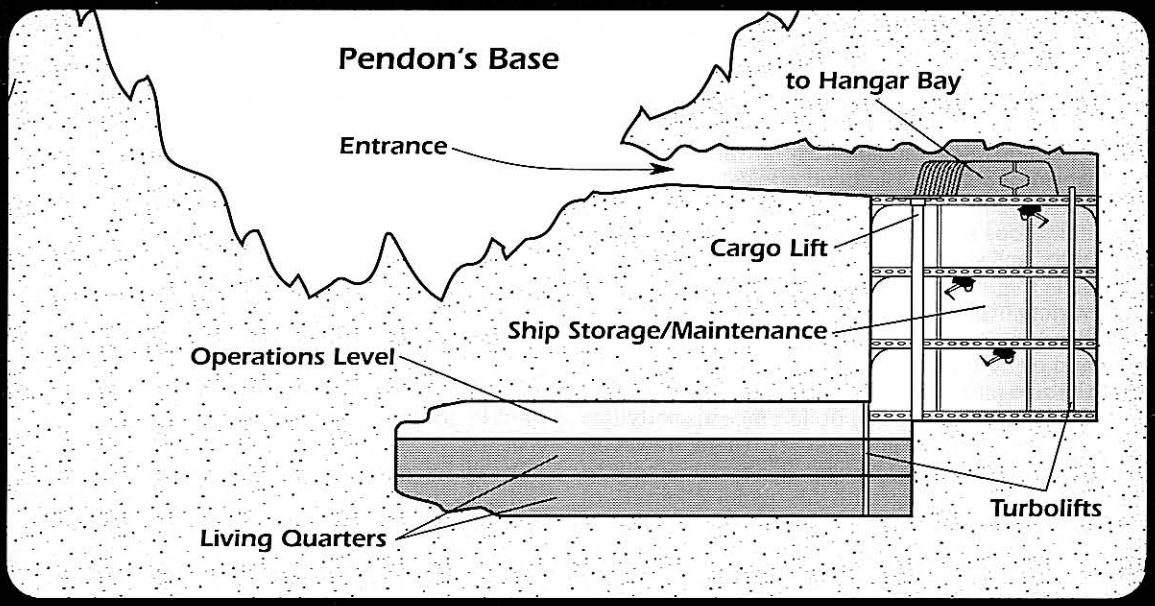
Level 3. Living Quarters: Found in the bottom levels of Pendon's base are the living quarters for all personnel. Most rooms are military-style bunk rooms, with a cot (with wrap-around privacy curtain) and a small storage cabinet for each pirate. Pendon and his top aides each have personal suites, also located on this level.

■ Personnel

The pirates who serve with Pendon come from a variety of backgrounds. Many are pirates who once served with another leader until they, for one reason or another, elected to change allegiance and serve Pendon. The stats below are those of an average pirate, though many of the pirates are far above this average.

Average Pirate

DEXTERITY 2D+2
Blaster 3D+2, dodge 4D, melee combat 5D, melee parry 4D
KNOWLEDGE 2D
Streetwise 3D+2, survival 3D
MECHANICAL 2D+2
Astrogation 3D+2, repulsorlift operation 3D+2, starfighter piloting 4D, starship gunnery 4D, starship shields 3D
PERCEPTION 3D
Hide 4D+2, search 4D, sneak 4D
STRENGTH 2D+2
Brawling 4D, stamina 5D
TECHNICAL 3D
Security 4D
Force Points: 0
Character Points: 0-5
Equipment: Blaster pistol (4D damage)



Finding Pendon's Base

While it might seem that Pendon's base would be easy to find on a remote desolate planet like Seltaya, it is actually very difficult to locate. The icy, windy conditions cover any markings on the surface in minutes. Also, the cave network offers excellent protection from sensors and scanning equipment. For added security, Pendon has also installed a number of sensor deflectors around the hangar bay entrance. Because of the natural protection the caves provide and Pendon's sensor deflectors, the difficulty of locating Pendon's base using sensor equipment is increased by +10.

Pendon's Fleet

Most of the ships used by Pendon and his pirates are stock models, the only modifications being done by the previous owners. However, the core ships of Pendon's fleet have had additional weapons and power generators added to them.

The "jewel" of Pendon's fleet is his personal Corellian Corvette, which he has dubbed *Safonne's Sword.* The ship's maneuvering capabilities have been greatly enhanced, along with its shields and hyperdrive systems. The use of a Corellian Corvette is quite a deliberate choice on the part of Pendon. Since this type ship is so widely used across the galaxy, getting a positive identification of *Safonne's Sword* is difficult.

ILLUSTRATION: JOHN PAUL LONA

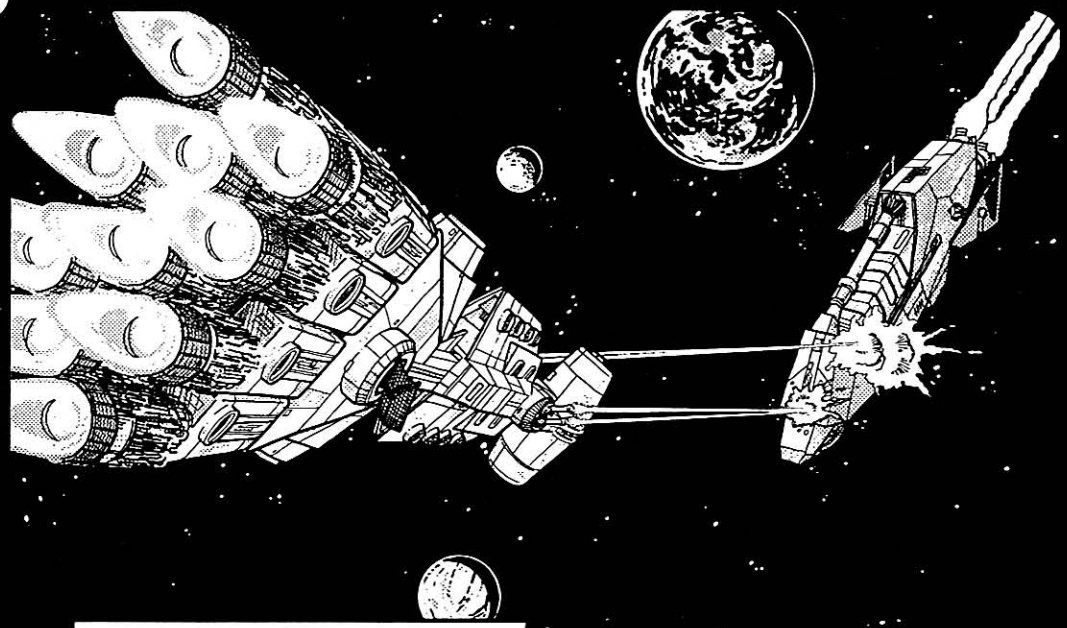


ILLUSTRATION: ROB CASWELL

■ Safonne's Sword

Craft: Modified Corellian Engineering Corporation Corvette
Type: Mid-sized multi-purpose vehicle
Scale: Capital
Length: 150 meters
Skill: Capital ship piloting
Crew: 45
Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1
Passengers: 75
Cargo Capacity: 3,000 metric tons
Consumables: 1 year
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 3D
Space: 6
Atmosphere: 330; 950 KMH
Hull: 4D
Shields: 4D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 100/3D
Focus: 5/4D
Weapons:
Six Double Turbolaser Cannons
(fire separately)
Scale: Starfighter
Fire Arc: 3 front, 1 rear, 1 left, 1 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150KM
Damage: 4D+2

GORNT SERON

Species: Hethas **Sex:** Male
Homeworld: Korbin*
Height: 2 meters **Age:** 55

Crimes Against The New Republic: Intent to defraud the New Republic government of tax revenues.
Reward For Capture: 75,000

Gornt Seron currently resides on the planet Korbin, in the Atrig system, and is one of the prominent gangsters on the planet. Seron was the son of lowly criminals stranded on Korbin, but has been able to amass a fortune over his decades of criminal activity. Seron's organization is vast, and he has dealings in all manners of illegal activity, both on Korbin and on many other worlds. His prime source of revenue is a string of illegal gambling houses, although he is known to be involved in extortion, smuggling and arms running. Unfortunately, Seron has been so adept at organizing his agents that there is a very limited amount of evidence against him — the only charges that can be brought against the gangster relate to underreporting the income of a small number of "legitimate" companies in New Republic territory (we believe these companies are responsible for laundering contraband goods and "dirty" credits).

One infamous incident cost the Republic dearly. Seron's organization discovered (or somehow acquired) detailed plans regarding the New Republic's plan for cleaning up the remaining Imperial forces in the galaxy. Seron's agents contacted the New Republic and demanded that he be paid 200,000 credits or else he would sell the information to the Empire. The price was reluctantly paid — and we never were able to acquire concrete evidence proving Seron's involvement. Since that time, all agents of the New Republic have standing orders to arrest Seron if possible.

*For more information on Korbin, see *Planets of the Galaxy, Volume Two.*



■ **Gornt Seron**
DEXTERITY 3D+1
Blaster 5D, dodge 5D+1
KNOWLEDGE 3D+1
Alien species 5D+1, bureaucracy, 5D, cultures 4D+1, languages 5D+2, planetary systems 5D, streetwise 6D+2, value: spice 6D
MECHANICAL 2D+2
PERCEPTION 4D
Bargain 6D, command 7D, con 6D+2, gambling 7D
STRENGTH 2D+2
Stamina 5D
TECHNICAL 2D
Security 4D
Force Sensitive?: No **Force Points:** 5
Dark Side Points: 8 **Character Points:** 25
Move: 12
Equipment: Datapad, comlink

■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

Seron's organization has grown rapidly since the death of Jabba the Hutt — many from Jabba's organization have found their way into the ranks of Seron's. Like many master criminals, Seron has been able to direct a complete organization while being able to insulate himself enough from activities so that there is little hard evidence against him.

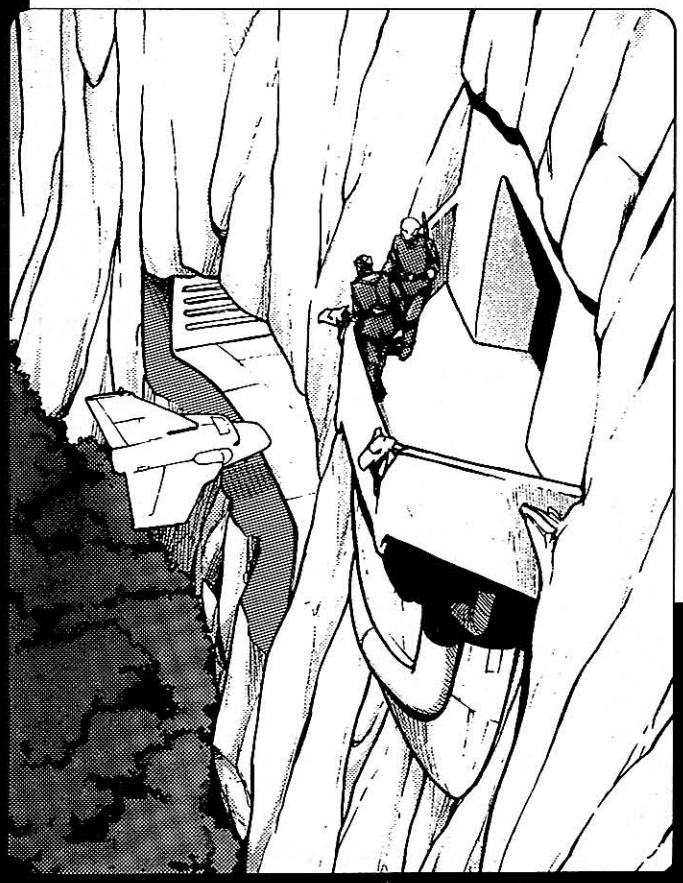
Agents pursuing Seron are advised to begin by attempting to procure concrete evidence of his illicit activities, particularly regarding his gambling houses or smuggling operations. If we can pin evidence of criminal activities on him, we will be able to shut down his organization.

ILLUSTRATION: MIKE VILARDI

GAMEMASTER INFORMATION
Seron's Castle

Gornt Seron's organization operates from a huge, ancient castle situated in the mountains of the Korbin Equatorial Range. The isolation provided helps Seron keep outsiders away from his operations. The castle stands on a mountain ledge, towering above a canyon far below.

There are only two methods of reaching the castle. The first is to simply fly up to the castle, either in a small ship or a repulsorlift vehicle. On the eastern side of the castle, there is a small docking facility, capable of holding up to ten small ships and vehicles. Entering the docking facility requires a pre-arranged clearance, which can only be granted by Seron or Jontin, his lieutenant. Unscheduled vehicles are approached by armed airspeeders and hailed; if unsatisfactory answers are given by the vehicle, the ship is shot down.



On the ground far below the castle is a small guard station, where four repulsorlift vehicles are kept to be used by Seron and his men when they travel into and out of Pleasant City. Use of the repulsorlift vehicles requires permission from Seron or Jontin. There are various sensors implanted around the castle for a two kilometer radius to detect unannounced "guests."

A possible, but not recommended, way of entering the castle is stealth. After sneaking by the guard station, trespassers can climb up to the hangar bay opening or to the balcony adjacent to the planning/operations room (a Very Difficult *climbing* roll without ropes; Moderate with appropriate climbing gear). If the roll fails, the character drops towards the ground, but a Very Difficult *lifting* or *Strength* roll allows the character to manage to grab onto a handhold before falling to his death.

The hangar bay is built into the ledge which supports the castle, and is guarded at all times by five guards. Entering the hangar without the guards noticing requires a Difficult *sneak* roll. The hangar bay is not visible from the balcony.

The balcony rings the entire castle, and provides a secluded area for Seron's private conversations and also a very good reconnaissance position. Climbing onto the balcony requires a Moderate *climbing* roll. The balcony is guarded at all times by two pairs of guards who patrol it and act as sentries for the castle. Climbing onto the balcony without being noticed by the guards requires a Very Difficult *sneak* roll. Failure means that the guards have detected the intruder, and will investigate.

ILLUSTRATION: MIKE VILARDI

■ Seron's Personnel

Seron's organization is very large, and as such, he has numerous personnel that serve him in many different capacities. The most notable of these is Jontin, Seron's lieutenant and second in command. Jontin's duties include maintaining the security of the castle, and commanding the castle guards. In Seron's absence, Jontin takes charge of Seron's organization on Korbin and on other worlds. Jontin is Seron's most trusted advisor, and is privy to Seron's plans and ambitions long before those plans are even begun. When situations off world require on-site supervision, Jontin is often sent to straighten out matters on Seron's behalf. When this occurs, Jontin brings a detachment of guards and enforcers with him, usually numbering anywhere from ten to 40 men.

Jontin

DEXTERITY 3D+2
Blaster 6D+2, brawling parry 5D, dodge 5D+1, melee combat 5D, melee parry 5D+1
KNOWLEDGE 2D+2
Alien species 4D+1, bureaucracy 5D, cultures 4D+2, languages 3D+2, planetary systems 4D, streetwise 5D, survival 5D
MECHANICAL 2D+2
Astrogation 4D, repulsorlift operation 4D+2, space transports 5D+2, starfighter piloting 5D, starship gunnery 5D, starship shields 4D
PERCEPTION 2D+1
Bargain 4D+1, command 5D, con 4D+2, gambling 6D, hide 6D, search 4D+2, sneak 5D+1
STRENGTH 3D+2
Brawling 5D, climbing/jumping 4D+2, lifting 4D+2, stamina 5D
TECHNICAL 3D
Computer programming/repair 4D, demolition 4D+2, first aid 4D, repulsorlift repair 4D+2, security 6D, starfighter repair 5D
Force Sensitive?: No **Force Points:** 4
Dark Side Points: 3 **Character Points:** 12
Move: 11
Equipment: Heavy blaster pistol (5D damage), comlink

■ Guards

The guards that serve Seron come from numerous sources throughout the galaxy. Most are former slaves freed by Seron is exchange for three or four years of service. Some are former mercenaries, while a small number are former Imperial soldiers who fled the Empire. Because of this unusual mix, the weapons and armor of the guards varies greatly, resulting in the guards looking less like professional soldiers and more like rag-tag thugs.

DEXTERITY 3D
Blaster 4D, blaster artillery 4D+2, brawling parry 4D, dodge 4D, melee combat 4D, melee parry 4D
KNOWLEDGE 2D
Languages 3D+2
MECHANICAL 2D
Repulsorlift operation 4D
PERCEPTION 3D
Bargain 4D+1, con 4D+2, gambling 5D, hide 4D+1, search 5D, sneak 4D
STRENGTH 3D
Brawling 4D+1, stamina 4D
TECHNICAL 2D
Security 3D+2
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 0-5
Equipment: Varies, most often blaster pistol (4D damage), though some carry heavy blaster pistols and blaster rifles (5D damage); comlink, glowrod

■ Enforcers

The last group who serve Seron are his enforcers. They are a cut above the traditional soldiers, and act to ensure that his organization is not threatened by outside forces. Enforcers also serve as Seron's messengers at his gambling houses and other operations. Like his guards, Seron selected his enforcers personally.

DEXTERITY 4D
Blaster 6D, blaster artillery 5D+2, brawling parry 5D, dodge 5D, grenade 5D, melee combat 5D, melee parry 4D+2
KNOWLEDGE 3D
Alien species 5D, bureaucracy 4D+2, intimidation 5D+1, streetwise 4D
MECHANICAL 2D+2
Beast riding 4D, repulsorlift operation 5D, starship gunnery 4D+2, starship shields 4D+2
PERCEPTION 2D
Bargain 3D, con 4D, gambling 4D, hide 3D+2, search 5D, sneak 4D
STRENGTH 3D+1
Brawling 5D+1, lifting 4D, stamina 4D
TECHNICAL 3D
Security 4D
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 1-10
Equipment: Heavy blaster pistol (5D damage), comlink, protective vest (+1 to chest)

Seron's Operations

Seron's organization is involved in all sorts of illegal activity, including gambling, theft, smuggling, extortion, murder, and espionage. However, none of it easily traced to Seron.

Most of his operations are run through a maze of "shadow corporations," with false records, owners and transactions. In addition to gambling (much of it rigged), Seron's gambling houses also serve as an information network, with orders, contracts, and stolen information and payoffs being passed back and forth as coded conversation or "big jackpots."

For example, an assassin is informed that Seron wishes to hire him. The assassin can go to a prearranged gambling house and sit down at a specific game table. The assassin has been given a specific key phrase to tell the dealer to confirm that he is indeed the assassin. During the course of the game, the dealer might pass the assassin the name and location of the intended target, where to pick up payment or the names of other individuals the assassin needs to contact for complete details.

Adventure Ideas

- While searching for Seron, the characters find one of his gambling houses on an advanced industrial world, like Celanon or Lianna, and elect to investigate. While they are there, the assassin Londrah (see separate entry) enters and sits down to play (whether or not the characters recognize Londrah depends on the gamemaster). During the next hour, Londrah wins a huge amount of money. Alert characters notice that the dealer has been cheating so that Londrah can win. The characters must now figure out why a dealer would allow someone else to win so much money.
- While at one of Seron's gambling houses, the characters notice that the dealer has just passed one of the other gamblers a datachip poorly hidden in a "false bottom" credit coin. If the characters apprehend the gambler and read the chip, it reveals the location of Seron's castle on Korbin.
- While gambling at a gambling house, one of the characters is mistaken for a contact by the pit boss. After choosing a game to play, the character begins to win a lot. The character notices that the dealer is cheating so that he will win. Then, along with his winnings, the dealer passes the character a datachip with the name and last known location of an intended assassination target.

CORF SARB

Species: Enu (Near-Human) **Sex:** Male
Homeworld: Deylerax
Height: 1.3 meters **Age:** 42

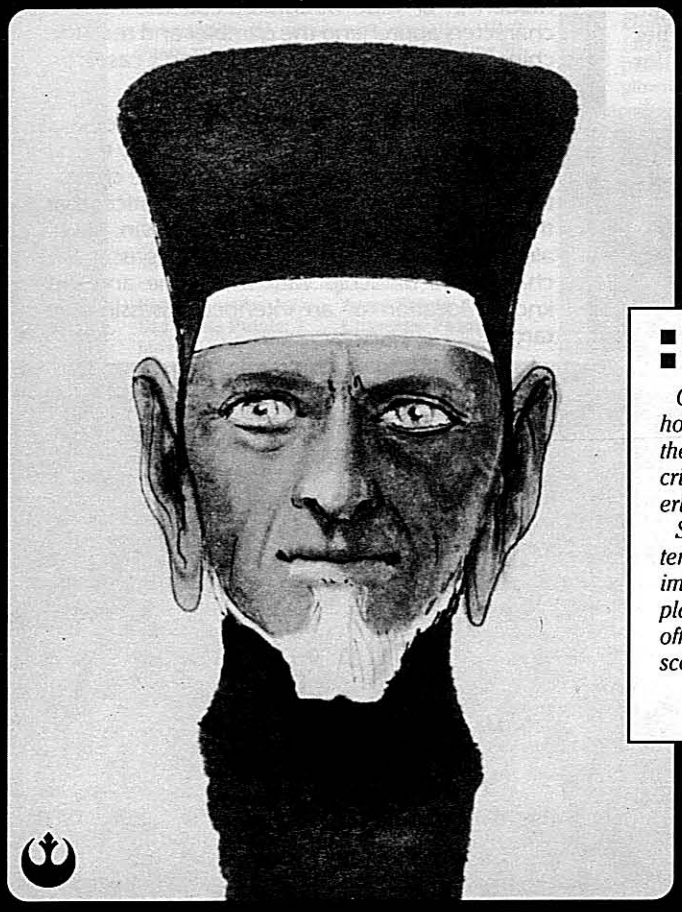
Crimes Against The New Republic: Smuggling, accessory to murder of New Republic personnel, racketeering
Reward For Capture: 25,000

Compared to infamous sorts like Jabba the Hutt, Corf Sarb is a relatively minor crime lord. He runs a profitable smuggling operation and owns a number of gambling dens on Deylerax. What sets him apart is his origin — a former Imperial employee who embezzled funds to start his own criminal empire — and his willingness to kill to protect his business.

Corf Sarb does not represent a physical threat, but has the brains and the money to hire the best muscle available. Save for that little incident with Tantor recently, his guards are fiercely loyal to him.

Sarb is always looking for talent, making it possible for crafty adventurers to infiltrate his operation. But careful preparation will be needed — Sarb often insists that new employees prove their loyalty by eliminating one of his enemies or some such highly illegal act. Although there is no way of predicting what task he will want done, plans should be made to ensure that undercover agents do not also end up wanted by the law.

■ **Corf Sarb**
DEXTERITY 2D
Blaster 2D+2, dodge 2D+1
KNOWLEDGE 4D
Bureaucracy: Deylerax 4D+2, business: accounting 4D+2, intimidation 4D+1, streetwise 4D+1, value: spice 4D+2, willpower 4D+1
MECHANICAL 2D
Astrogation 2D+2, ground vehicle operation 2D+2, hover vehicle operation 3D
PERCEPTION 3D+2
Bargain 4D+1, command 4D+2, con 4D+2, forgery 4D+1, persuasion 4D+1
STRENGTH 2D
TECHNICAL 3D
Computer programming repair 4D, Droid repair 4D
Force Sensitive?: No **Force Points:** 1
Dark Side Points: 3 **Character Points:** 12
Move: 8
Equipment: Hold-out blaster (3D damage), datapad, comlink



■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

Corf Sarb's primary weapon is an agile mind, honed to vibroblade sharpness by many years as the unquestioned ruler of a small but flourishing crime syndicate. His soft-spoken manner cleverly disguises his ruthless methods of operation.

Sarb is too intelligent not to expect some attempts to infiltrate his organization, nor will he immediately expose someone he knows to be a plant. Rather, he will toy with them for a while, offering them tantalizing clues about the full scope of his business before springing a trap.

ILLUSTRATION: LFL

RETHORN

Species: Ithorian **Sex:** Male
Homeworld: Ithor
Height: 2.1 meters **Age:** 50

Crimes Against The New Republic: Theft, extortion, protection, sale of stolen weapons
Reward For Capture: 40,000

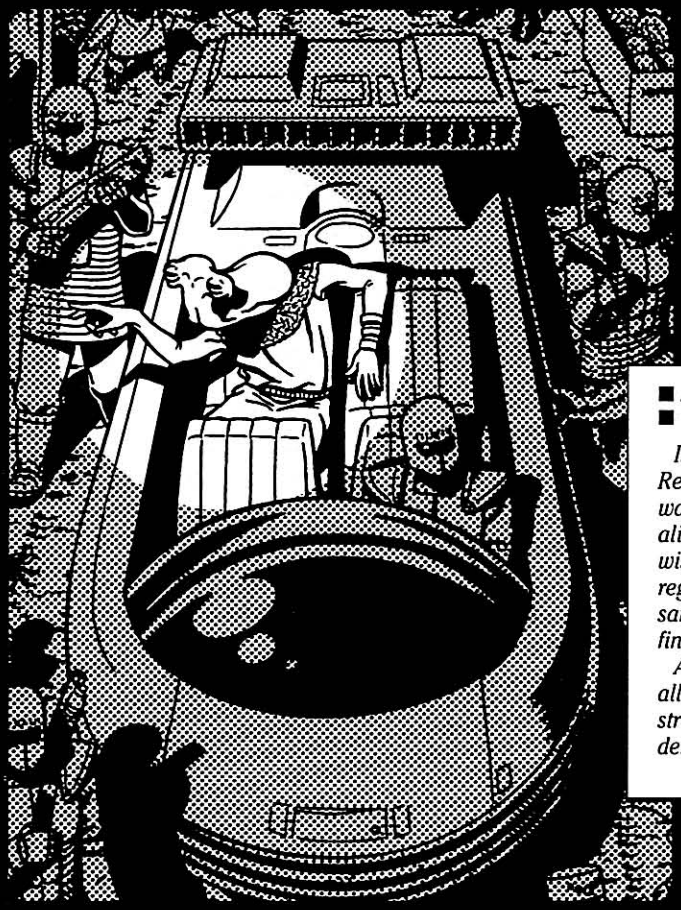
Rethorn has been a prominent criminal figure in the Mid-Rim region of the galaxy. Rethorn is infamous for some his activities, which have included openly funding several revolutions, against both Republic and Imperial governments, since the Battle of Endor. However, Rethorn is also crafty, and despite his fame, keeps a low enough profile that it is virtually impossible for New Republic agents to keep track of him.

Rethorn is one of many crime leaders who has gained ground since the Empire was overthrown. The Ithorian has found several niches as power has shifted to the New Republic, and if anything, his criminal organization is more entrenched than during the rule of the Empire.

Rethorn is deeply involved in the theft and transport of weapons, high technology (such as gunnery systems), and military-type support materials, such as power generators, shield generators and the like. As such, he is probably the prime source of weapons for high profile pirate gangs and mercenary armies.

Recently, operatives of Rethorn's stole a shipment of newly tested high-powered blasters, but some of the blasters were confiscated on Celanon. This has proven Rethorn's connection to such activities, but his whereabouts remain a mystery.

■ **Rethorn**
DEXTERITY 3D
Blaster 4D, dodge 5D
KNOWLEDGE 4D
Alien species 6D, bureaucracy 5D+2, business: weapons 8D+1, cultures 5D, intimidation 8D, languages 5D+2, streetwise 6D
MECHANICAL 2D+2
Repulsorlift operation 4D+2
PERCEPTION 3D+2
Bargain 5D+2, command 4D+2, con 4D+2, gambling 5D, hide 5D, sneak 4D+2
STRENGTH 2D+2
TECHNICAL 2D
Security 5D
Force Sensitive?: No **Force Points:** 4
Dark Side Points: 7 **Character Points:** 20
Move: 11
Equipment: Expensive clothing, comlink (implanted in his skull)



■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

It seems odd that a being as well known as Rethorn could be so hard to find. I guess the same was said about Jabba the Hutt while he was alive, though there were very few who ever wished to find Jabba. Indeed, it has been said regarding Jabba the Hutt (and I suppose, the same applies now to Rethorn), that, if ever you find him, it is only because he has let you do so.

At present, Rethorn appears to be engaging in all types of illicit activity, with a particularly strong emphasis on theft and smuggling, as evidenced by the above incident.

ILLUSTRATION: MIKE JACKSON

ETSERO

Species: Adnerem **Sex:** Male
Homeworld: Adner
Height: 2 meters **Age:** 43

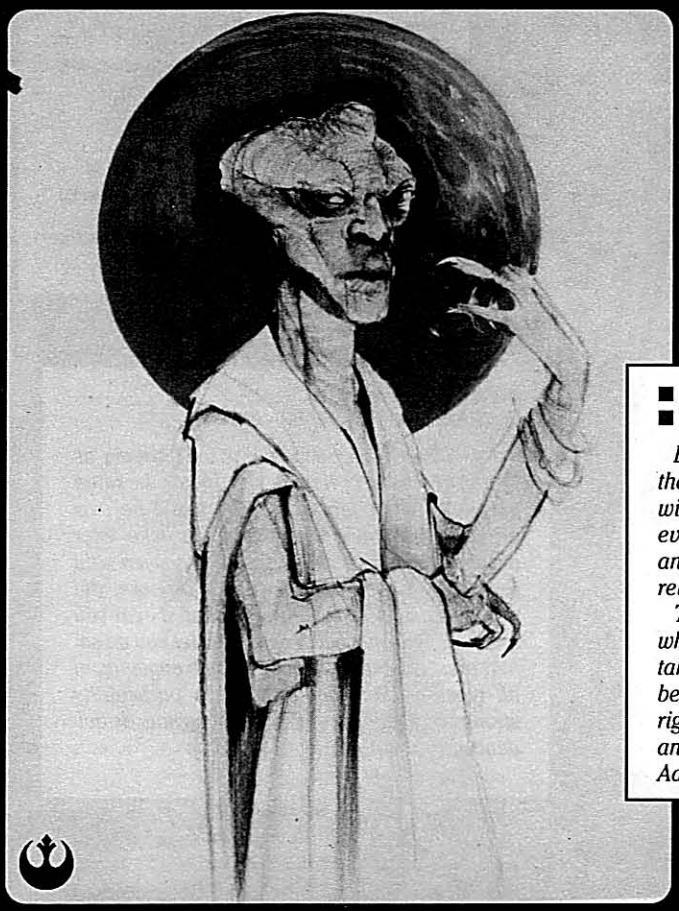
Reward For Capture: 15,000
Crimes Against The New Republic: Suspicion of murder, fraud, illegal gambling

Etsero runs the largest gambling house on the pleasure planet of Adner. At first a winning proposition, Etsero soon found himself in debt to some major operators, among them the late Jabba the Hutt. To raise the needed money (plus interest), Etsero began cheating his customers on a regular basis. Those who made too much noise about crooked games disappeared soon after, never to be seen again. Their fate remains unknown.

With the death of Jabba and the imprisonment of some of his other creditors, Etsero thought he was out from under. Instead, he found that his debts had been transferred to an unnamed party with Imperial sympathies. Not only is Etsero still paying, but his gambling house is now being used to launder credits for Imperial interests in that sector of the galaxy.

In an attempt to stop these illegal activities, an agent was dispatched to Etsero's den, *The Red Lisken*. He never reported in and it is believed he may have met with foul play at Etsero's hands.

■ **Estero**
DEXTERITY 3D
Blaster 3D+2, dodge 3D+2, melee combat 3D+1, melee parry 3D+1
KNOWLEDGE 3D+2
Streetwise 4D, willpower 4D
MECHANICAL 2D
Ground vehicle operation 3D
PERCEPTION 3D+2
Bargain 4D, con 4D+2, gambling 7D+2, persuasion 4D
STRENGTH 3D
TECHNICAL 2D
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 4
Move: 12
Equipment: Blaster pistol (4D damage), vibroblade (STR+3D damage)



■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

Etsero is desperate and fearful of death, the fate that certainly awaits him if he fails to come up with the vigorish every month. He is suspicious of everyone and everything that comes into his den and more than a few inquisitive types have been rewarded with a vibroblade in the ribs.

The only time Etsero lets his guard down is when there is a large sum of money for the taking. Dangle a sufficient number of credits before his nose, and you may be able to lead him right into the arms of the law. Make a mistake, and you'll never see another twin sunrise over Adner.

ILLUSTRATION: LFL

JOR IDRALL

Species: Twi'lek **Sex:** Male
Homeworld: Ryloth
Height: 1.75 meters **Age:** 37

Crimes Against The New Republic: Theft, racketeering, extortion, smuggling
Reward For Capture: 15,000

Jor Idrall is a criminal currently residing on the desert planet of Tatooine. Until the death of Jabba the Hutt and the subsequent fall of his organization, Idrall was a little-known criminal who was often forced to work for Jabba. Idrall has scaled up his operations in the immediate vicinity of Tatooine, filling the vacuum left behind after Jabba's death. His activities, at the present, only cover perhaps a dozen systems, so his influence is far smaller than Jabba's. It isn't known how Idrall came to power, but it's assumed that simply being able to survive the underworld carnage that erupted after Jabba's death was a significant help.

A report filed by Commander Janson Edgewood indicates that Idrall is tenaciously protecting his territory. Commander Edgewood indicated that he was required to make a brief stopover on Tatooine on a recent mission. While in one of the many spacer cantinas of that city, operatives working for Idrall instigated a brawl. The commander and his troops (in civilian garb) intervened to restore order. It turned out that the brawl was in reality a warning from Idrall to spies working for the Ithorian crime boss Rethorn. Apparently, Idrall has issued a warning to all rivals: Tatooine is a protected area.



■ **Jor Idrall**
DEXTERITY 3D
Blaster 5D, blaster artillery 4D+2, dodge 5D+1, melee combat 5D+1, melee parry 5D
KNOWLEDGE 3D+2
Alien species 4D+2, bureaucracy 5D, cultures 4D+2, languages 5D, planetary systems 4D+2, streetwise 4D+1
MECHANICAL 2D+1
Beast riding 4D+2, repulsorlift operation 4D
PERCEPTION 3D+2
Bargain 5D+1, command 6D, con 5D+2
STRENGTH 2D+1
TECHNICAL 3D
Computer programming/repair 4D+2, demolition 5D, Droid programming 4D, Droid repair 4D+1, first aid 4D+2, security 5D
Special Abilities:
Tentacles: See page 137 of *Star Wars: The Roleplaying Game, Second Edition.*
Force Sensitive?: No **Force Points:** 5
Dark Side Points: 12 **Character Points:** 15
Move: 10
Equipment: Blaster pistol (4D damage), comlink, datapad

■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

Idrall's organization has been reported to be responsible for numerous smuggling operations, extortion attempts, and has also issued bounties for other crime figures. Recent reports indicate that Idrall has rebuffed approaches from the Empire, indicating that either the Twi'lek has many more resources than is readily apparent, or he feels that the Empire won't truly bother with him (or he's not nearly as smart as he's generally given credit for).

ILLUSTRATION: MIKE VILARDI

GAMEMASTER INFORMATION
Jor Idrall

Actually, Idrall's organization is rather small, with only about 20 men who serve him. The reports that his influence is beginning to expand are the result of Idrall's men spreading stories about the evil crime lord. In fact, all of Idrall's most recent operations have been personally performed by him and his team, as they move from system to system. Idrall does have a small base on Tatooine, but its role in his criminal activities is very limited.

It is true that Idrall (as well as other crime bosses) has been suffering losses to another organization—the smuggling operation of Talon Karrde. Karrde's influence is spreading rapidly, and he will soon control much of the illegal activities in the galaxy, as did Jabba at one time.

For more information concerning Talon Karrde, see the *Heir to the Empire Sourcebook,* the *Dark Force Rising Sourcebook* and the novels *Heir to the Empire, Dark Force Rising* and *The Last Command.*

Idrall's Operations

As stated above, Idrall is involved in many different type of crimes, though his main operations concern smuggling, theft, and bounty hunting. No one knows why he has refused the Empire's approaches.

In fact, Idrall has begun stealing supplies and weapons from the Empire, and sells these items to pirates, mercenaries, bounty hunters, and assassins.

■ Idrall's Men

DEXTERITY 2D+1
Blaster 4D+1, dodge 3D+1, melee combat 4D+1, melee parry 4D
KNOWLEDGE 2D
Languages 3D, streetwise 4D
MECHANICAL 3D
Repulsorlift operation 4D+2, starship gunnery 4D, starship shields 3D+2
PERCEPTION 3D
Bargain 3D+2, con 4D, hide 4D, search 4D, sneak 4D+2
STRENGTH 2D+2
Brawling 4D+1
TECHNICAL 3D
Security 5D
Force Sensitive?: No **Force Points:** 0-1
Dark Side Points: 0 **Character Points:** 0-5
Equipment: Blaster pistol (4D damage), security systems tool kit, comlinks

■ DATA.SEARCH ■ PROG40062 ■ FILEPATH 9211/05P//PER.ADB//SC ■ FILEFORM..D.PAD/DOWNLOAD
■ SECTION SIX: ASSASSINS ■ SOURCEFILE: WANTED BY CRACKEN ■ SUBJECT..

TOO-ONETOFOUR (2-124)

Model: Uulshos Justice Droid
Height: 1.6 meters

Crimes Against The New Republic: Assassination, murder of New Republic personnel
Reward For Capture: 50,000

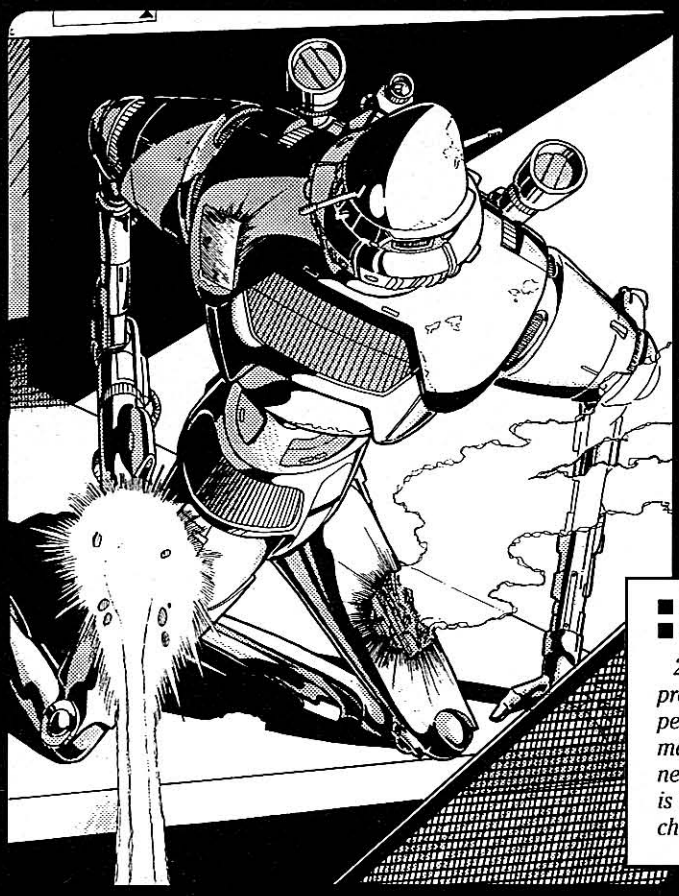
2-124 is an assassination Droid originally programmed by the Empire to locate specific key members of the Rebel Alliance. After capture by Rebel soldiers, 2-124's memory circuits were probed and his programming was discovered. Unfortunately, before the Droid could be disassembled, it somehow reactivated itself and escaped, killing over two dozen soldiers in the process. Since the Droid was never subjected to a memory wipe, 2-124 resumed its original mission, that of assassinating members of the Rebel Alliance.

After the Droid exhausted its list of targets, it is believed that it interpreted its programming in a new manner. It is thought that 2-124 now believes it is supposed to assassinate any and all members of the Alliance, now the New Republic.

2-124 has been responsible for the destruction of two entire New Republic bases. In both cases, the Droid was able to infiltrate the base and sabotage its power generators. The Droid cross-wired the servo-couplings in the power dispersion grids, causing the generators to overload and detonate. The casualties from each incident numbered in the hundreds.

There is another incident. A troop transport ship carrying 1,000 New Republic troops was found adrift in space, with all the passengers aboard dead. The life-support systems had been sabotaged, as had the escape pod access controls. Video monitors showed that 2-124 was responsible.

■ 2-124
DEXTERITY 2D
Blaster 7D, dodge 5D, missile weapons 6D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
Hide 7D, search 7D, sneak 7D
STRENGTH 1D
TECHNICAL 2D
Computer programming/repair 5D, demolitions 6D, Droid programming 5D, Droid repair 5D
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 15
Move: 13
Equipment:
• Body armor: +3D+2 to all locations
• Blaster rifle (6D damage, 5-30/100/200)
• Concussion missile launcher (7D damage, 20-50/200/500, uses *missile weapons)*



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

2-124's current location is unknown, but he presents a danger to New Republic soldiers and personnel everywhere. This is an evil killing machine, ready to take on the entire Republic if necessary. Like other assassination Droids, there is no negotiation or compromise — the only choice is to destroy it or face death!

ILLUSTRATION: ROB CASWELL

KIN LARON

Species: Unknown **Sex:** Unknown
Homeworld: Unknown
Height: Unknown **Age:** Unknown

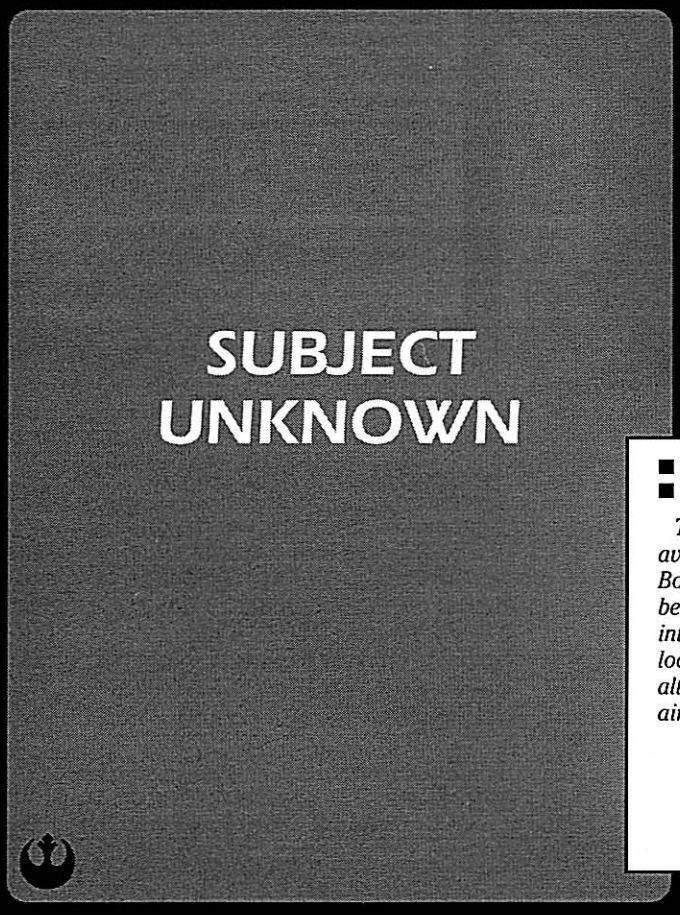
Crimes Against The New Republic: Assassination, murder
Reward For Capture: 25,000

Kin Laron is an assassin who operates on worlds along major trade routes. Until recently, even his name was a mystery. Only after the discovery of Den Hardon's body adrift in his ship did we begin to solve the mystery surrounding Kin Laron.

Den Hardon's ship was the fourth to be found drifting through space, its occupants murdered in an identical manner. Traces of RX-8 (a highly poisonous gas) were found in the atmosphere of each ship. All of the victims had a bounty placed on them by the crime lord Gornt Seron (see separate entry). Checking with informants revealed that Seron had contracted an assassin named Kin Laron to kill all four of the men.

As of this writing, no further information regarding this assassin is available. Those attempting to track down Kin Laron are advised to exercise extreme caution. As there is no record of his physical appearance, there is no way of knowing who Laron really is.

■ Kin Laron
DEXTERITY ??
KNOWLEDGE ??
MECHANICAL ??
PERCEPTION ??
STRENGTH ??
TECHNICAL ??



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

There is one small bit of additional information available regarding the assassin called Kin Laron. Both the hyperdrives and sublight engines had been destroyed by small devices that fouled the internal components of the engines. The air locks of each ship showed signs of forced entry, although the exact tools used to force open the air locks are unknown.

GAMEMASTER INFORMATION
Kin Laron

Kin Laron is a Human female, a fact which she has carefully managed to keep secret. She has maintained this charade by posing as Shiaer Hifron, an independent trader, who is secretly also Laron's informant. Laron has hired contacts who inform "him" of potential contracts. Laron's contacts then arrange for the client to meet with "Hifron," who arranges for payment and closes the deal.

Laron's Methods

Laron most often accepts contracts only to assassinate men simply because her methods, based on seduction and deceit, work best with men. After Laron has contacted her target and has used her wiles to make him lower his guard, she convinces him to take her aboard his ship. She finds out his next destination, when he's leaving, how fast he'll be travelling and what route he'll be using.

While her target is asleep, Laron slips into the maintenance accessways and attaches a device of her own design that can cripple a ship's sublight and hyperspace engines (main and backup drives). She sets the timer for a specific amount of time, so that when the engines are crippled, the ship will be stranded in the middle of deep space, far from any systems. She then plants an RX-8 capsule inside the ship's atmosphere system, setting the timer to open the capsule at the same time that the engines are sabotaged.

She then leaves the ship and returns to her own. After calculating exactly where the ship will be when its engines are crippled, she waits patiently. After the target's ship departs, she simply follows the same path through hyperspace, dropping into realspace near the crippled target ship. Fortunately, she has an easy way of determining if her targets or dead or not simply because they will hail her vessel, asking for help, if anyone is still alive.

She dons her modified suit of spacetrooper armor to verify that her work is done. After forcing her way through the airlock, she inspects the vessel, downloads any useful information on the computer and steals whatever she feels is worth her time.

■ **Kin Laron**

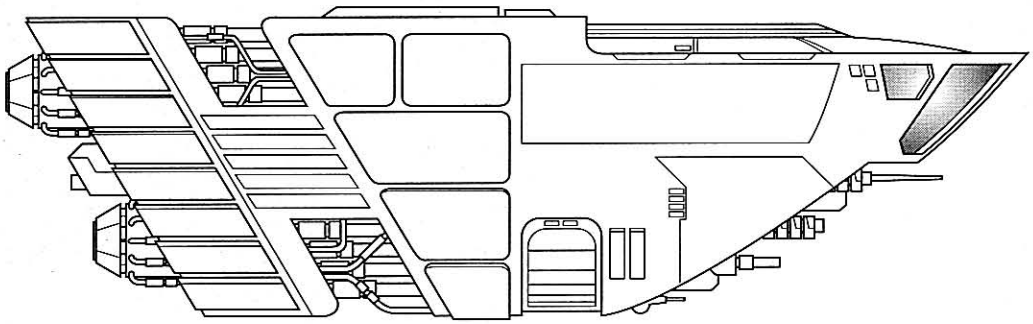
DEXTERITY 3D
Blaster 6D, blaster artillery 4D+2, dodge 5D+2, grenade 5D
KNOWLEDGE 3D+2
Alien species 4D, planetary systems 4D+1, streetwise 5D, survival 4D, technology 4D+1
MECHANICAL 3D+2
Astrogation 5D, powersuit operation 6D, repulsorlift operation 5D+1, starfighter piloting 6D, starship gunnery 5D+1, starship shields 5D, stormtrooper armor weapons 6D
PERCEPTION 4D
Bargain 6D, con 8D, gambling 5D+2, hide 7D+1, search 6D, sneak 7D
STRENGTH 2D+1
Climbing/jumping 3D, stamina 4D
TECHNICAL 3D
Demolition 5D+1, first aid 5D, powersuit repair: spacetrooper armor 6D, security 6D, starfighter repair 7D
Force Sensitive?: Yes **Force Points:** 10
Dark Side Points: 12 **Character Points:** 25
Equipment: Holdout blaster (3D damage), Zero-G stormtrooper armor (see below)

Laron's Ship

Kin Laron's ship, *Hell's Axe*, is a small scout ship, highly customized for her activities. It has been refurbished with an oversize airlock to accommodate the spacetrooper armor, and some of the storage space has been converted to an arsenal compartment. She also has a small amount of cargo space in order to legitimize her cover as an ordinary trader. Though the appearance of the ship is quite ordinary, Laron's ship has also been heavily modified. Its shields and weapons systems have been drastically upgraded, as has its maneuverability, sublight speed and hyperdrive.

■ **Hell's Axe**
Craft: Incom "Explorer" Scout Ship
Type: Modified scout vessel
Scale: Starfighter
Length: 15 meters
Skill: Space transports
Crew: 1
Passengers: None
Cargo Capacity: 5 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 295;850 KMH
Hull: 4D+1
Shields: 3D
Sensors:
Passive: 35/1D
Scan: 50/2D
Search: 75/2D
Focus: 5/3D
Weapons:
Three Laser Cannons (fire separately — retractable)
Fire Arc: 1 front, 1 left, 1 right
Crew: Pilot
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300M/1.2KM/2.5KM
Damage: 4D

LARON'S SHIP
Hell's Axe



SIDE VIEW

ILLUSTRATION: JOHN PAUL LONA

Laron's Armor

Laron's Zero-G stormtrooper armor has been specially modified for her purposes. Zero-G armor is designed to be worn over standard Imperial stormtrooper armor, but she has altered it so that she can use it wearing only her flight suit. Also, the armor has one additional weapon system not found on standard Zero-G armor. This weapon is a gas gun, capable of dispensing many types of gas into the area immediately surrounding the armor — she usually has it loaded with several different types of gases, from stun to poison to contact neurotoxins. While ineffective in space or against opponents in environment suits, the gas gun works especially well while aboard small ships.

The armor's manipulators have been specially modified with increased *Strength* in order to force open airlocks. They aren't strong enough to force open a solid hull, but can be used to open airlock seals and other less hardened areas.

Armor: +3D to *Strength* to resist damage, but reduces *Dexterity* and all *Dexterity*-related skills by -1D. Moves 1 unit per move (for small-scale movement in space, 100 meters per move) in space or other zero-g situations; Move of 8 in a gravity field.

Armor Weapons: Concussion grenade launcher (5D damage; uses *missile weapons* skill), gas/stun grenades (5D stun damage), mini-proton torpedo launcher (6D damage; uses *missile weapons* skill), laser cutters (3D damage), and gas gun (various pellets: RX-8 poison gas does 8D damage), grasping claws (2D Starfighter-scale damage)

Adventure Ideas

- The characters are Laron's next contract. During an earlier mission, they uncovered one of Gornt Seron's illegal gambling establishments and somehow led to its shutdown. Seron learned who did it, and has hired Kin Laron to eliminate them.

The characters encounter Shiaer Hifron in a remote system, and she attempts to seduce one of them. She manages to get aboard, and plants her devices. It is up to the characters to fight to save themselves from the poison gas.

- While investigating Kin Laron, the characters discover that Shiaer Hifron, an independent trader, was reported to be in the same systems as the murdered men at the same time. They begin to track her down, and finally confront her. Realizing that she has been found out, Laron plans to kill the characters to protect her cover.

MORTEOS

Species: Human **Sex:** Male
Homeworld: Nar Bo Sholla
Height: 1.8 meters **Age:** 32

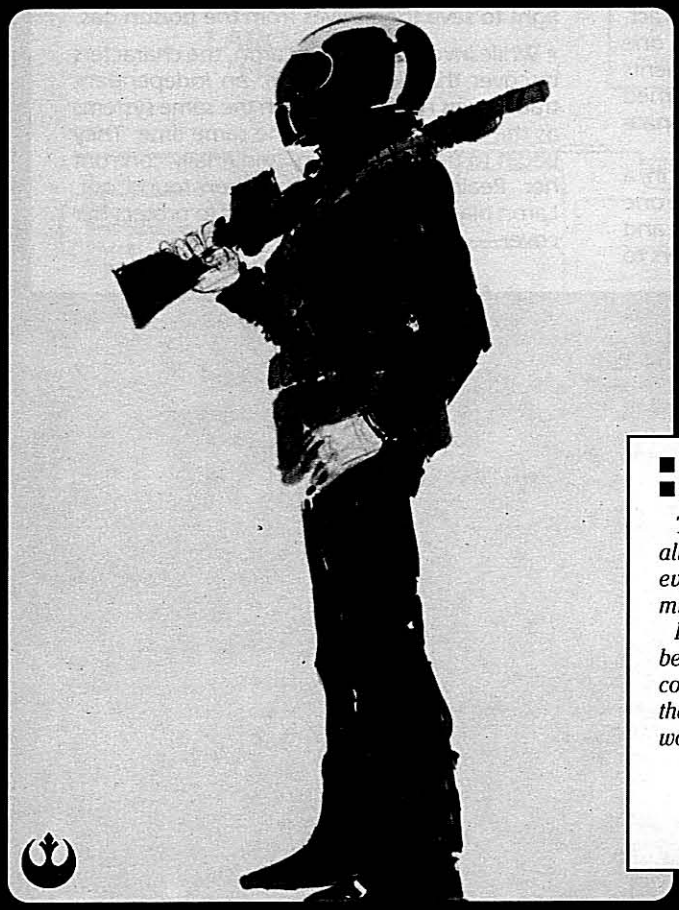
Crimes Against The New Republic: Assassination
Reward For Capture: 60,000

Morteos is a freelance assassin specializing in the murder of corporate officials. He has worked for several disreputable companies and governments. Most recently, he is known to have killed one of the top executives of SoroSuub Corporation, although who hired him is unknown.

Morteos was responsible for the death of Republic General Crix Masst on Sinded. Masst was killed by a bomb that was wired into his personal speeder's repulsorlift generator. Morteos was nearly shot down by Y-wing patrol vessels while trying to escape Sinded, but his modified freighter was quick enough to outpace the aging starfighters.

Morteos wears battle armor to disguise his identity, but he seldom directly attacks his targets. Instead, he relies on bombings, poisonings and other subtle means of killing his targets, and thus he often escapes before his victim has been killed, making him doubly difficult to catch.

■ **Morteos**
DEXTERITY 2D
Blaster 3D, dodge 3D+2, running 4D
KNOWLEDGE 2D
Cultures 3D, intimidation 3D, planetary systems 4D, willpower 3D+2
MECHANICAL 2D
Astrogation 3D, space transports 4D, starship gunnery 4D, starship shields 4D
PERCEPTION 2D
Bargain 3D+2, con 4D, hide 4D, investigation 4D+2, search 5D, sneak 5D+1
STRENGTH 2D
Climbing/jumping 3D, lifting 3D+2, swimming 2D+2
TECHNICAL 2D
Computer programming/repair 3D, demolition 6D, Droid programming 3D+2, Droid repair 3D, first aid 3D, security 5D+2
Force Sensitive?: No **Force Points:** 3
Dark Side Points: 3 **Character Points:** 14
Move: 10
Equipment: 15 cubes of detonite (2D Character-scale damage each), blaster rifle (5D damage), two thermal detonators (10D damage), numerous poison capsules, security tool kit (for bypassing security systems and attaching bombs)



■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

The death of General Masst was a blow to us all. He was a brilliant tactician and believed in everything the Republic fought for. He will be missed.

In the day-to-day war effort, we often forget to be as careful as we must be. It is too easy to concentrate on battles and attacks, and forget that there are spies, and yes, assassins, who would try to kill us.

ILLUSTRATION: LFL

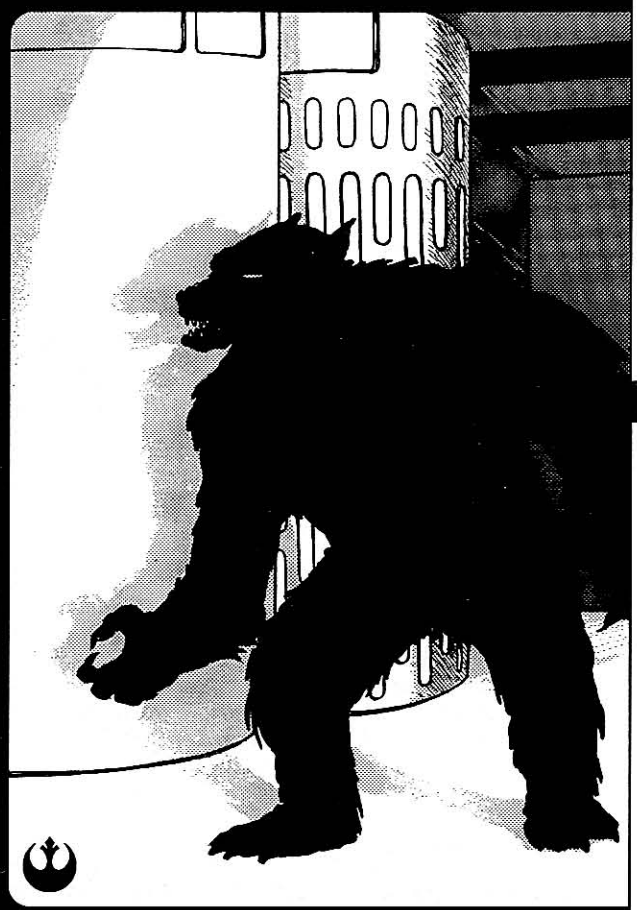
LONDRAH

Species: Defel **Sex:** Male
Homeworld: Af'El
Height: 2 meters **Age:** 30

Crimes Against The New Republic: Murder, assassination, theft
Reward For Capture: 65,000

Londrah is an assassin specializing in targets of high social stature and rank. As a Defel, Londrah is able to use his amazing stealth to blend into shadows, allowing him to infiltrate almost any secured facility. The most recent reported attempt by Londrah was against Ambassador Yarr Hinter of the New Republic while on a diplomatic visit in the Sullust system. It is not known who hired Londrah to assassinate Ambassador Yarr, though information received from operatives on Sullust points to Imperial Admiral Gaen Drommel (see separate entry).

It is known that he was used by the Empire prior to the Battle of Endor, as well. In captured databank records it was revealed that after the dissolution of the Imperial senate, the Emperor ordered the assassination of Mon Mothma and Londrah was given the task.



■ **Londrah**

DEXTERITY 4D
Blaster 5D, blind fighting 5D, dodge 4D+2, melee combat 6D, melee parry 4D+2
KNOWLEDGE 2D
Alien species 4D, cultures 3D, languages 5D, streetwise 4D+2, survival 4D
MECHANICAL 2D
Beast riding 4D, repulsorlift operation 4D+2
PERCEPTION 3D
Bargain 4D, con 5D, hide 6D+2, search 6D+1, sneak 9D
STRENGTH 4D
Brawling 4D+2, climbing/jumping 3D+2, stamina 6D
TECHNICAL 2D
Demolition 4D, security 4D+2
Special Skills:
Blind fighting: This skill is used instead of *melee combat* or *brawling* when a Defel must fight without a sight visor or while otherwise blinded.
Special Abilities:
Invisibility: Adds +3D to *sneak.*
Claws: Adds +2D to damage when *brawling.*
Light blind: Defel can only see ultraviolet light, and must wear light visors to screen out all other forms of light. If a Defel loses his visor, any skill-based skill checks have their difficulty increased by one level.
Story Factors:
Reputation: Most people believe that Defel, or "wraiths," are only myths.
Note: For more information see page 86 of the *Dark Force Rising Sourcebook.*
Force Sensitive?: Yes **Force Points:** 7
Dark Side Points: 9 **Character Points:** 15
Move: 12
Equipment: Heavy blaster pistol (5D damage), five grenades (5D damage), knife (STR+1D damage)

■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

The above information is the official record. In truth, there was an attempt on Mon Mothma's life. It occurred shortly before the Alliance assembled at Sullust when preparing the attack on the second Death Star. Londrah discovered one of the Rebellion's safe worlds, and came very close to accomplishing his objective. Londrah successfully infiltrated the Alliance base, and the base's operations room, but was discovered before he could attack Mothma. In a testament to his amazing abilities, Londrah managed to escape before he could be captured. Republic spies within the Gom system reported sighting Londrah two months ago, and have attempted to keep an eye on him.

ILLUSTRATION: MIKE VILARDI

KOLOR DELAN

Species: Human **Sex:** Male
Homeworld: Pendarr III
Height: 1.85 meters **Age:** 40

Crimes Against The New Republic: Unauthorized military activity
Reward For Capture: 12,500

Kolor Delan is the son of Gendal Delan, leader of the Pendarran Warriors, an independent group that fought with the Jedi Knights and the armies of the Old Republic during the Clone Wars. As Emperor Palpatine eliminated the Jedi Knights, so did the order of the Pendarran Warriors nearly face destruction. As the Empire grew in power and scope, the orphaned Kolor Delan grew to hate the Empire. When he reached adulthood, Delan formed a team of military operatives that would offer its services to any who opposed the Empire, and named it Pendarran's Revenge.

Delan declined to join the Rebel Alliance, preferring to operate on his terms, and with his own methods, though his team was employed by the Alliance on several occasions. Since the fall of the Empire, Delan and Pendarran's Revenge has performed missions against agents of the New Republic.



■ **Kolor Delan**

DEXTERITY 3D+2
Blaster 6D, blaster artillery 6D, dodge 5D, grenade 5D, melee combat 6D+1, melee parry 5D, vehicle blasters 6D+2
KNOWLEDGE 2D+2
Planetary systems 4D, streetwise 5D, survival 6D, tactics: squads 8D+2
MECHANICAL 2D+2
Astrogation 5D+2, beast riding 4D, repulsorlift operation 5D, space transports 5D+2, starfighter piloting 5D+2, starship gunnery 5D, starship shields 4D, walker operation 5D
PERCEPTION 2D+1
Bargain 4D, command 7D, command: Pendarran's Revenge 10D, con 5D, hide 5D, search 6D, sneak 5D
STRENGTH 3D+2
Brawling 4D+2, climbing/jumping 6D, lifting 5D, stamina 6D, swimming 5D
TECHNICAL 3D
Demolition 6D, Droid programming 5D+1, Droid repair 5D, medicine 4D, security 6D, starfighter repair 5D
Force Sensitive?: No **Force Points:** 5
Dark Side Points: 1 **Character Points:** 20
Move: 10
Equipment: Blaster pistol (4D damage), comlink, Pendarran Warrior armor (+1D to *Strength*, -1D to *Dexterity*, survival pack compartment with two week's rations, glowrod, two medpacs, breath mask, three explosive charges (4D damage each), water purifier)

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

The Rebel Alliance used the services of Pendarran's Revenge on four distinct operations, all of which were successful, and all of which remain classified. I myself was the contact on two of those four occasions, and can honestly say that Kolor Delan's word is his bond in all matters.

My concern centers on who it is that has hired him for missions against the New Republic, and whether or not Delan knows that he was acting directly against the Republic. It is extremely unlikely that Delan has elected to work for the Empire; in fact, I suspect that, under the right circumstances, Delan might be convinced to join the Republic.

ILLUSTRATION: MIKE JACKSON

GAMEMASTER INFORMATION
Kolor Delan

Kolor Delan uses an abandoned Imperial Garrison as the base of operations for Pendarran's Revenge. The garrison is located on the planet Shalm, in the Ganton mountain region of the planet's northern continent. The planet is a primitive world that was conquered by the Empire, but as the Empire was forced to retreat, this relatively unimportant frontier world was abandoned. The garrison was placed on a steep cliff face on the western side of Mount Ganton, overlooking the valley of the capital city of Hondan. The people of Shalm have learned to leave the Imperials alone, so even though it is now occupied by a mercenary army, they believe that it is still occupied by the invaders who once took over and then retreated to their base without warning.

The garrison was abandoned in a hurry, leaving behind exceptional facilities, a well-stocked arsenal and many combat vehicles. The garrison has a supply of over 300 Imperial issue blaster pistols, blaster rifles, and heavy blaster rifles, as well as thermal detonators, and artillery pieces. There is enough gear for over 200 troops, including comlinks, survival gear, and other items.

For complete diagrams of the layout of such a garrison, see pages 118-119 of the *Star Wars Sourcebook*. While the garrison once housed thousands of men, Delan's army only numbers in the hundreds. The garrison is now mostly empty, though much of the original Imperial equipment is still present, including 20 TIE fighters, five AT-AT walkers, ten AT-STs, 25 speeder bikes, 15 landspeeders, five hoverscouts, ten command speeders, ten Compact Assault Vehicles, two Floating Fortresses, one Mobile Command Base, and two *Lambda*-class shuttles.

This list does not include the ships which Delan and Pendarran's Revenge brought with them when they took control of the garrison. Their complement includes three light freighters, three captured Skipray blastboats, two heavy transports, and 20 starfighters of various makes, including five Zebras, three Gauntlets, a pair of captured TIE Interceptors, and five rebuilt X-wings (bought from salvage yards).

Having such a large fleet at his disposal allows Delan to choose the perfect mix of vehicles for specific missions.

Garrison Defenses

The garrison's isolation is a major asset. Set high on a mountain, it is difficult to approach the facility undetected, especially with the numerous sensor beacons set around the base of the mountain. Also at the base of the mountain is a 10 meter tall high-voltage "death fence." There are two gates along the fence, one on the northern end, the other at the southern end. There is no catwalk along the perimeter of the fence. The garrison and mountaintop house four heavy turbolaser emplacements (5D Walker-scale damage).

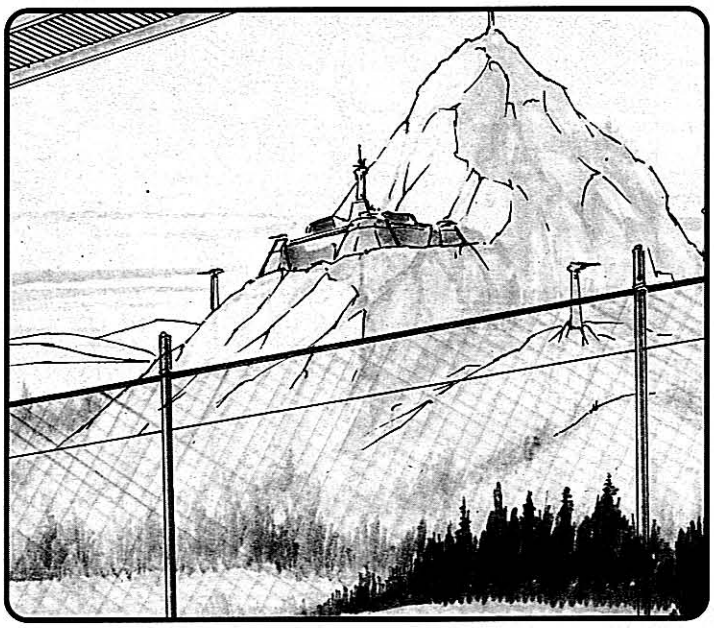


ILLUSTRATION: JOHN PAUL LONA

■ Personnel

Delan's mercenaries all come from backgrounds similar to his own. Most are the sons and daughters (and grandsons and granddaughters) of former members of the Pendarran Warriors, who fight with Delan to oppose the tyranny of the Empire, and to keep alive the ideal for which their ancestors fought. Many of Delan's men are former military operatives who have left their old positions to fight alongside him. All the mercenaries that work for Delan are unswervingly loyal to him and to Pendarran's Revenge.

DEXTERITY 3D+2
Blaster 5D, blaster artillery 4D+1, dodge 4D+2, vehicle blasters 4D+2
KNOWLEDGE 2D+2
Survival 4D
MECHANICAL 2D+2
Beast riding 4D, repulsorlift operation 5D, space transports 5D, starfighter piloting 5D, starship gunnery 4D+2
PERCEPTION 2D+1
Gambling 3D+2, hide 4D, search 4D+2, sneak 5D
STRENGTH 3D+2
Climbing/jumping 4D+2, stamina 5D+2
TECHNICAL 3D
Demolition 5D, first aid 4D, security 5D
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 0-7
Equipment: Blaster rifle (5D damage), four grenades (5D damage), blaster pistol (4D damage), survival kit (see *The Rebel Alliance Sourcebook*), macrobinoculars, comlink, rations

Adventure Idea

▪ The garrison used by Delan and Pendarran's Revenge would be of great use to the New Republic, not only in terms of equipment, but also as a supply base and region base of operations for the entire sector. The trouble is convincing Delan and his mercenary army to hand it over to the New Republic.

The characters are ordered to locate the base from which Pendarran's Revenge operates, and attempt to make contact with Kolor Delan. New Republic officials are willing to drop all charges if Delan will turn the garrison over to them.



ILLUSTRATION: MIKE JACKSON

QELL TEPINE

Species: Human **Sex:** Male
Homeworld: Coruscant
Height: 2 meters **Age:** 45

Crimes Against The New Republic: Murder, theft, destruction of New Republic property, murder of New Republic personnel, unsanctioned military activity
Reward For Capture: 35,000

Qell Tepine is head of a mercenary army called Star's Nova and worked extensively for the Rebel Alliance during the days of the war with the Empire. Since that time, however, he has proven that his true love is money: he works for whoever will pay his price.

Unfortunately, we learned that Tepine is not only a mercenary, he is also a ruthless profiteer. Somehow he gained access to most of our ground forces, battle codes and encrypting methods. This makes him doubly dangerous, for he knows the code phrases and procedures that would allow him to infiltrate our forces or access our bases.

All the available information suggests that Tepine has no particular dislike for the Republic, but it is simply that other forces have offered him more for his services. He is known to have worked for the Empire, the pirate Safonne Pendon, and the crime boss Jor Idrall.



ILLUSTRATION: ROB CASWELL

■ Qell Tepine

DEXTERITY 3D+2
Blaster 6D, blaster artillery 5D, brawling parry 4D, dodge 5D, grenade 4D+2, melee combat 5D, melee parry 4D+1, vehicle blasters 5D+2
KNOWLEDGE 2D+2
Bureaucracy 3D+1, languages 4D, planetary systems 3D+2, streetwise 4D, survival 7D, tactics: squads 7D+2
MECHANICAL 2D+2
Astrogation 4D, beast riding 5D, repulsorlift operation 4D, space transports 6D, starfighter piloting 6D, starship gunnery 5D, starship shields 4D+1
PERCEPTION 2D+1
Bargain 4D, command 8D, con 4D, hide 7D, search 6D+2, sneak 7D
STRENGTH 2D+2
Brawling 4D+2, climbing/jumping 4D+1, stamina 6D, swimming 5D
TECHNICAL 3D
Computer programming/repair 4D, demolition 5D, first aid 5D, repulsorlift repair 4D, security 6D, starfighter repair 5D
Force Sensitive?: No **Force Points:** 3
Dark Side Points: 4 **Character Points:** 20
Move: 11
Equipment: Blaster pistol (4D damage), comlink
Mission Equipment: Blaster rifle (5D damage), blaster pistol (4D damage), knife (STR +1D damage), five grenades (5D damage), demolitions kit, survival kit (see *The Rebel Alliance Sourcebook*), macrobinoculars, comlink, rations, five medpacs, protective helmet and vest (+2 to *Strength*)

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Qell Tepine once worked with my team in a large scale operation whose aim was to sabotage the Empire's efforts in the design and construction of the TIE Interceptor fighter. We ventured to the industrial world of Lianna, and while we barely escaped with our lives, we delayed the completion of the fighter by several months.

The most recent encounter with Tepine was in Farseen system. While Imperial troops engaged New Republic troops, a Star's Nova strike team penetrated the command center and sabotaged its perimeter defenses, allowing the base to be taken by the Empire.

GAMEMASTER INFORMATION

Star's Nova

Star's Nova is a mercenary outfit whose membership was drawn largely from both Imperial Special Missions teams and Alliance SpecForce teams. Star's Nova was conceived to be an elite, rapid-deployment mercenary task force capable of any and all special missions. Qell Tepine believed, rightly so, that various planetary governments, criminals and corporations would be willing to pay top price for top military agents.

Though they did not support the Empire, Star's Nova was to be a purely mercenary outfit, with allegiance going to the highest bidder. Because so many of Star's Nova members originally came from the elite military outfits of the Empire and the Alliance, much of the group's strategy and many of their tactics bear a strong resemblance to those of the Imperial and Alliance special forces groups. Star's Nova has undertaken several operations working against both the New Republic and the Empire.

■ Personnel

The personnel of Star's Nova are often drawn directly from former members of the Special Forces of the Alliance (now New Republic) and the Empire. As such, they have received the best training available to any military personnel. At present, the roster of the organization stands at 600 soldiers, with another 200 support personnel. Each trooper is a specialist in one specific field. Below are the minimum stats for members of Star's Nova.

Star's Nova
DEXTERITY 3D+2
Blaster 5D+1, blaster artillery 5D+1, dodge 4D+2, melee combat 5D
KNOWLEDGE 2D+2
Survival 4D
MECHANICAL 2D+2
Beast riding 4D, repulsorlift operation 4D
PERCEPTION 2D+1
Bargain 4D, con 4D+1, hide 3D+1, search 5D, sneak 3D+2
STRENGTH 3D+2
Climbing/jumping 5D, stamina 5D
TECHNICAL 3D
Demolition 4D, first aid 4D, security 4D+2
Force Sensitive?: Possibly **Force Points:** 0-5
Dark Side Points: 0-5 **Character Points:** 0-20
Mission Equipment: Blaster rifle (5D damage), four grenades (5D damage), blaster pistol (4D damage), survival kit (see *The Rebel Alliance Sourcebook*), macrobinoculars, comlink, rations, five medpacs, protective vest (armor code +1)

In addition to the skills listed above, each member of Star's Nova has specialized skills in specific fields. Each area of specialization is detailed below, and lists those skills which are higher.

Equipment

All soldiers carry the standard equipment listed uder "Personnel." In addition, specialists carry equipment directly related to their field, listed below. The gamemaster should feel free to equip specialists with any other equipment considered "reasonable" for a mission.

Reconnaissance

Reconnaissance specialists (recons) are long range scouts and pathfinders, capable of tracking an enemy's trail or scouting into enemy held territory. Recons are responsible for leading a mission unit into and out of the mission area, as well as preventing the unit from wandering off course or getting lost. They often perform point scout duty, scouting ahead for enemy units. Briefed extensively on the mission area and terrain before operations begin, recons are the men who keep a Star's Nova unit moving.

Skill Code Modifiers: *survival* +2D, *beast riding* +1D+1, *hide* +2D+1, *search* +2D, *sneak* +2D, *climbing/lifting* +1D

Special Equipment: flares, macrobinoculars, military comlink, soil and water analyzer, 20 meters of syntherope, climbing gear, remote vidsensors, remote vidsensor receiver (displays vidsensor broadcasts; two kilometer range)

Field Command

Field commanders (ficomms) are in charge of mission operations and are Tepine's most trusted advisors and associates. The successful completion of a mission is the responsibility of the field commander(s) of the mission.

Skill Code Modifiers: *streetwise* +1D, *repulsorlift operations* +1D+2, *command* +2D, *security* +2D+1

Special Equipment: Subspace radio, datapad, security systems tool kit, communications encryptors and descramblers

Light Weapons

Light weapons specialists (el-weps) are the soldiers and infantrymen of a Star's Nova mission unit. These are the main fighting men of a mission unit, responsible for engaging the enemy first among the troopers in the unit. Many light weapons specs also cross-train in other specialization areas, such as specific terrains, to add versatility.

Skill Code Modifiers: *Blaster* +2D, *blaster artillery* +1D, *grenade* +2D, *vehicle blasters +1D, hide* +2D, *sneak* +1D

Special Equipment: Three grenades (5D damage), heavy blaster pistol (5D damage), spare blaster power packs, knife (STR+1D damage), nightvision goggles

Heavy Weapons

Heavy Weapons specialists (h-weps) provide the main line heavy firepower needed on insurgency and assault missions. Armed usually with medium and heavy repeating blasters or artillery weapons, h-weps can hold off large numbers of enemy troops with their superior firepower.

Skill Code Modifiers: *Blaster +1D, blaster artillery +2D, grenade +1D, missile weapons +2D, vehicle blasters +2D, starship gunnery +1D, hide +1D, sneak +1D*

Special Equipment: Medium or heavy repeating blaster (7D or 8D damage), grenade launcher, 12 grenades (5D damage)

Medics

Medics are the field medics of a mission unit. In addition to providing first aid and medical treatment, these specs often aid light weapons specs in the role of soldier and infantryman.

Skill Code Modifiers: *Alien species +1D, planetary systems +1D+1, survival +1D, first aid +3D, medicine +2D*

Special Equipment: 15 medpacs, medicines (including antidotes to local or combat poisons and toxins, stimshots, coagulants, immupills and pain killers)

Intelligence

Intelligence specialists (intspecs) are responsible for maintaining up to date information regarding the mission area and its surroundings, and the enemy's strength and deployment in the mission area. Intspecs are responsible for providing the ficomm with contingency plans in the event of a mission failure. Intspecs work closely with both recons and coms (communications specialists) in order to maintain current information regarding mission area and enemy strength and activities.

Skill Code Modifiers: *Alien species +2D, cultures +1D, languages +2D, planetary systems +2D, streetwise +1D, bargain +1D, con +1D*

Special Equipment: Pocket computer, datapad, recording rod

Communications And Electronics

Communications and electronics specialists (coms) are responsible for keeping the mission unit in contact with mission headquarters, very often a mobile command center. Coms are the technicians of a field operation, capable of repairing damaged equipment, bypassing security locks and blast doors, and sabotaging remote sensors in the mission area nearest the enemy's location. Coms often work with the demolitions specialists (demspecs) in a unit, building trip-wire traps and programming remote controlled detonators.

Skill Code Modifiers: *Languages +2D, streetwise +1D, communications +2D, sensors +2D, hide +1D, sneak +1D, search +1D, blaster repair +1D+2, computer programming/repair +1D, demolition +1D, Droid programming +1D, Droid repair +1D, repulsorlift repair +1D, security +2D, space transports repair +1D, starfighter repair +1D*

Special Equipment: Tool harness, computer tool kit, Droid tool kit, vehicle tool kit, pocket computer

Demolitions

Demolitions specialists (demspecs) are used on almost all missions. They can be deployed for advance sabotage operations, or may also provide a distraction by blowing up a building or secondary target while the rest of the unit invades or retreats. In addition to training with explosives, demspecs are also cross-trained in communications and electronics. This allows demspecs to serve both functions when assigned to small mission units short on personnel. They are also trained in many scouting aspects since they often serve at the front line alongside recons.

Skill Code Modifiers: *Blaster artillery +1D, grenade +1D, planetary systems +1D, hide +1D, search +1D, sneak +1D, computer programming/repair +1D, demolition +2D, security +1D*

Special Equipment: Personnel mines (5D damage), repulsorlift sensor mine (5D damage, Speeder-scale), vehicle mine (3D damage Speeder-scale), explosive charges (1D damage each), detonators, timer fuses, remote fuses, three thermal detonators (10D damage)



ILLUSTRATION: ROB CASWELL

Sondarr Base

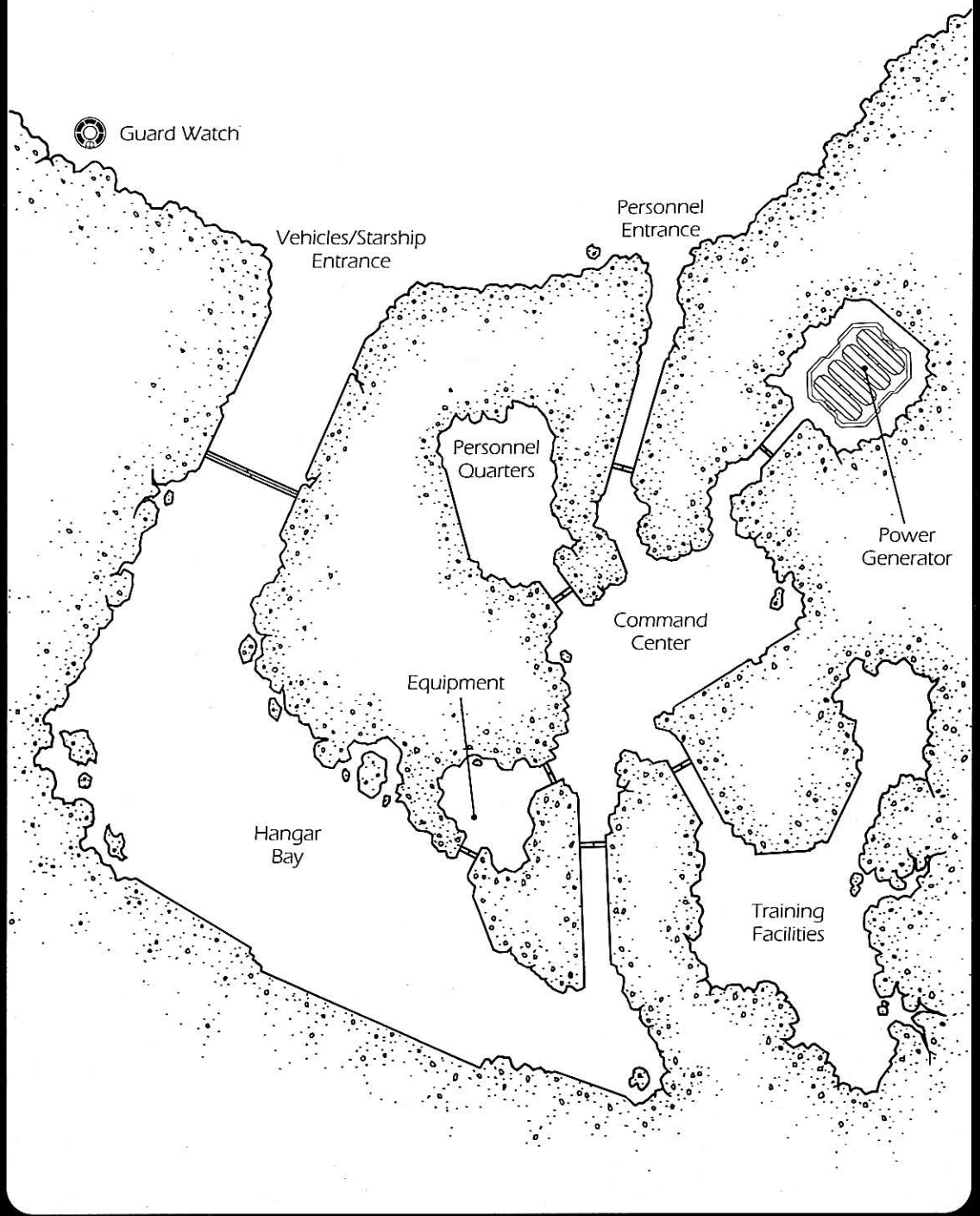


ILLUSTRATION: JOHN PAUL LONA

Organization

Qell Tepine established a base of operations for Star's Nova on the planet Sondarr. Though the base holds nearly all of the group's equipment, only about 100 people make the base their permanent home. The rest of the mercenaries are scattered around the galaxy in smaller, regional bases. This scattering of its personnel ensures that the entire force cannot be caught or captured in one operation. The base is staffed mostly by ficomms and support personnel.

When Star's Nova is hired to perform a mission, Tepine and his field commanders determine the personnel needed for the mission, and then contact them, informing them of a designated staging area where the whole unit will assemble with all necessary equipment and transportation.

The base of operations is called Sondarr Base, and is located in the Lunnes Wastes of Sondarr. The facility is a simple cavernous area underneath a huge ledge, far out in the wilderness of the world. The base is well protected against intruders with motion sensors set around the entire perimeter of the base, and ten troopers performing constant recon patrols around the base. Each of the base's cavernous compartments can be separately sealed off from the command center.

Star's Nova has a number of small landspeeders and speeder bikes, which are used for fast-paced operations, although the unit relies on missions involving small-scale ground assaults. When traveling to a mission site, the mission unit most often uses an old light freighter — unremarkable to bored customs officials and blockade fleets. The ship is typically a Corellian YT-1300 transport, but its substantial modifications are well hidden.

■ Star's Nova Transport

Craft: Corellian YT-1300 Transport
Type: Modified light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300 transports
Crew: 2
Crew Skills: Varies
Passengers: 15
Cargo Capacity: 100 metric tons
Consumables: 2 months
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Atmosphere: 480;800 KMH
Hull: 5D
Shields: 2D
Sensors:
Passive: 10/1D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
One Light Laser Cannon
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300M/1.2KM/2.5KM
Damage: 4D
One Quad Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300M/1.2KM/2.5KM
Damage: 5D

Adventure Ideas

- The characters are stationed at a New Republic installation when the base is attacked. Star's Nova has been hired by the Empire to strike at the base, and the characters have to defend it against Tepine's mercenary army.
- An anonymous source informs New Republic Intelligence of the location of Qell Tepine's base. The characters are sent on a scouting mission to Sondarr to verify the information. Can the characters infiltrate Star's Nova's base of operations without being caught by Tepine and his field commanders?

LOHN GENDEN

Species: Human **Sex:** Male
Homeworld: Alderaan
Height: 1.8 meters **Age:** 54

Crimes Against The New Republic: Terrorism, murder, kidnapping, extortion
Reward For Capture: 50,000

Lohn Genden was born on Alderaan, the son of lower level officials. He left Alderaan at age 25 and joined a mercenary organization working for Imperial Intelligence. He was not heard of for nearly two decades (leading us to believe he remained under the command of Imperial Intelligence).

The next sighting of him was during a terrorist assault on a luxury cruiser over six years ago. He was demanding the release of Imperial captives. The Empire declined, and Genden destroyed the cruiser, killing all 10,000 aboard. Despite extensive searches by both Imperial and Rebel forces, he eluded capture.

Genden was next sighted four months after the Battle of Endor, when he took command of a military base and demanded the release of various criminals incarcerated by the New Republic. His forces were driven off the base, but Genden and a number of his men escaped capture.



ILLUSTRATION: MIKE VILARDI

■ **Lohn Genden**
DEXTERITY 4D
Blaster 5D, grenade 4D+2, melee combat 5D+1
KNOWLEDGE 3D
Alien species 4D, bureaucracy 5D, cultures 4D+1, intimidation 10D+2, languages 4D, streetwise 6D, survival 5D+2
MECHANICAL 2D+2
Repulsorlift operation 4D, starship gunnery 4D+1, starfighter piloting 5D
PERCEPTION 2D
Bargain 6D, command 6D+2, con 5D, hide 5D, search 4D+2, sneak 4D
STRENGTH 3D+1
Brawling 5D, stamina 4D+1
TECHNICAL 3D
Demolition 5D, repulsorlift repair 4D+2, security 5D, starfighter repair 4D+1
Force Sensitive?: No **Force Points:** 1
Dark Side Points: 7 **Character Points:** 15
Move: 10
Equipment: Heavy blaster pistol (5D damage), bounty hunter armor (+1D to *Strength* for resisting damage, -1D to all *Dexterity* codes)

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

In all societies, it seems, there are those individuals who are discontented with the government. Genden is one of the most dangerous and deranged of these individuals — the type who resorts to indiscriminate terrorism. While the release of political prisoners seems to be a concern for Genden, his overall objectives are unknown (perhaps he is deranged enough not to have overall objectives).

Entry Update: *Genden was reported most recently in the Corellian sector, attempting to purchase weapons and ships, with which to arm his band of terrorists.*

GAMEMASTER INFORMATION

Genden's Base

Genden's base of operations is on the moon Gormdin, in the Sarrelon system. The base itself is located within a network of caves beneath one of the many plateaus which cover the moon. The entrance to the base is located on the edge of the plateau, and is accessible only by starship or airspeeder.

Vehicles

Genden's outfit has several ships at its disposal, including five light freighters, two *Lambda*-class shuttles, and three Z-95 Headhunter starfighters. Genden also has a pair of transport ships capable of carrying all his personnel and equipment should it be necessary to abandon the base on Gormdin. For planetside travel, Genden's group has ten airspeeders, each capable of holding two passengers.

System Data

System Name: Sarrelon
Star Name: Sarrelon
Star Type: Orange

Orbital Bodies

Name	Type	Moons
Sarrelon I	Searing Rock	2
Sarrelon II	Desolate Searing Rock	3
Sarrelon III	Gas Giant	5
Sarrelon IV	Gas Giant	8
Sarrelon V	Gas Giant	12
Sarrelon VI	Frozen Rock	2

The Sarrelon system is comprised of six planets, each with several moons. Only Gormdin, orbiting Sarrelon IV, is habitable. Gormdin is a temperate world, with four oceans covering 60% of the surface of the moon; the land masses are covered by plains, forests (made up of trees only one and a half to two meters tall) and plateaus. The plateaus support small forested areas, in which are found Gormdin's natural inhabitants, the Gorms.

■ Personnel

Genden's band of terrorists consists of approximately 50 men and women. While most of them are Human, there are also representatives of a number of alien species, including Twi'leks, Rodians, and Gamorreans. All of Genden's personnel are wanted, either by the New Republic, or by the governments of their respective home worlds.

Typical Terrorist

DEXTERITY 4D
Blaster 5D, dodge 5D
KNOWLEDGE 3D
Intimidation 5D, streetwise 4D, survival 5D
MECHANICAL 2D+2
Repulsorlift operation 4D
PERCEPTION 2D
Bargain 3D, con 4D, hide 3D, search 4D, sneak 3D+2
STRENGTH 3D+1
Brawling 4D, stamina 4D+1
TECHNICAL 3D
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 0-4
Equipment: Blaster rifle (5D damage), knife (STR+1D damage)
Note: The above stats represent an average member of Genden's group; individual stats will vary.

■ *Gormdin*

Planet Name: Gormdin
Type: Terrestrial satellite
Temperature: Moderate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Plateau, plains, forests
Length of Day: 20 Standard Hours
Length of Year: 180 Local Days
Sapient Species: Gorms(N), Humans
Starport: Limited Services
Population: 150,000
Government: Tribal/Feudal, Independent Communities
Tech Level: Space
Major Exports: Minerals, spices
Major Imports: Foodstuffs, luxury items

■ Gorms

Gorms are small reptilian humanoids, averaging only 1.5 meters in height. Gorms have large eyes, and long sharp teeth which accentuate their lizard-like heads. The leathery skin of the Gorms is light brown or tan in color. Gorms are humanoid and bipedal, with two arms and two legs, with claws at the end of each limb. Gorms are hunters, but have tended toward peace when dealing with other sapients. They maintain their distance from Genden's base and seem to have no interest in the goings-on there. Unfortunately, some of the settlers on the world are not nearly as peaceful: in some of the more uncivilized settlements, Gorm hunting is a barbaric sport and various shops sell Gorm hide hats and other garments.

Attribute Dice: 10D
DEXTERITY 1D/3D
KNOWLEDGE 1D/2D
MECHANICAL 1D/2D
PERCEPTION 1D/3D
STRENGTH 1D/3D+2
TECHNICAL 1D/3D
Move: 7/9
Height: 1.3-1.6 meters
Special Abilities:
Claws: Hand claws do STR+1 damage, while foot claws do STR+1D+2 damage

Adventure Ideas

- Genden and his terrorists have taken control of a New Republic outpost, and are holding captives. The characters are hired to infiltrate the outpost and eliminate the terrorists, freeing the captives.
- The characters are escorting a diplomatic envoy to a local star system when their ship is assaulted by Genden and his organization. Can the characters regain control from the terrorists?

Government

There is no planetwide government on Gormdin, as the majority of the moon is still unsettled. There are several cities, each fiercely independent and with unique laws and forms of government. Most of the cities have agreed to trade, but that is about it. The Gorm are a tribal culture, although individual tribes seem to be able to reach agreements easily and with a minimum of bloodshed.

JARTH FINDO

Species: Human **Sex:** Male
Homeworld: Corellian system
Height: 1.8 meters **Age:** 26

Crimes Against The New Republic: Murder, theft, sabotage
Reward For Capture: 13,500

Jarth Findo leads a small mercenary outfit operating from a base in the Duro sector. Imperial records indicate Findo once served with the Imperial Army in its Special Missions Company. After a near defeat by Rebel forces, Findo deserted the Imperial military, barely escaping a squad of stormtroopers sent to hunt him down.

Findo began operating as an independent mercenary while the Empire continued to search for him. He was a hunted man throughout the remainder of the war with the Rebellion. Findo's outfit is made up of men like himself, who once served with the Empire but left for various reasons. Some of them had been imprisoned, deemed "too unstable to serve in any capacity."

Findo is wanted by the Republic for several raids against military bases. The purpose of the raids seems to have been to acquire vessels and weapons, but numerous casualties were incurred in these actions.

■ Jarth Findo
DEXTERITY 4D
Blaster 6D, blaster artillery 6D, dodge 5D+2, grenade 5D, vehicle blasters 6D
KNOWLEDGE 3D
Alien species 4D, cultures 3D+2, languages 5D, planetary systems 4D+1, streetwise 3D+2
MECHANICAL 2D+2
Astrogation 3D+1, repulsorlift operation 4D+2
PERCEPTION 2D
Bargain 3D, command 5D, con 4D, gambling 4D, hide 4D, search 5D, sneak 4D+1
STRENGTH 3D+1
Stamina 5D
TECHNICAL 3D
Demolition 4D, security 5D
Force Sensitive?: No **Force Points:** 5
Dark Side Points: 3 **Character Points:** 10
Move: 10
Equipment: Blaster rifle (5D damage), knife (STR+1D damage), comlink, datapad, macrobinoculars



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

The most recent reports obtained regarding Findo indicate that he has set up a temporary base somewhere in the Duro sector. Considering that most of the sector is fully settled, there are few places where a base could be established in complete secrecy. I suggest that the sector be searched for his base before more assaults are launched on our bases.

ILLUSTRATION: MIKE JACKSON

HAANEN FELEAN

Species: Klatooinan **Sex:** Male
Homeworld: Klatooine
Height: 1.75 meters **Age:** 29

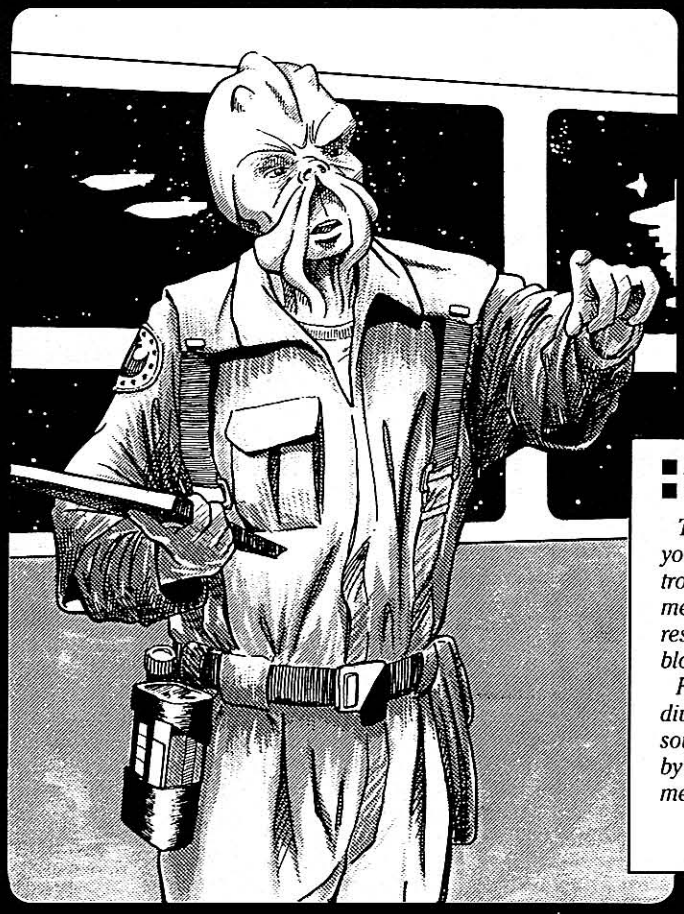
Crimes Against The New Republic: Treason, espionage
Reward For Capture: 20,000

Haanen Felean joined a cell of the Rebel Alliance just before the Battle of Endor. The cell he joined was responsible for supplying various Rebellion cells with materials and provisions as needed. He remained in his post for another two years and then disappeared, thought dead in an attack by the Empire on a supply convoy.

New Republic Intelligence has since learned that Felean has betrayed the Republic and willingly joined the Empire, providing the new Imperial leaders with much information regarding the plans for the rebuilding of the Republic, and more specifically, the routes used in sending supplies to New Republic bases across the galaxy.

Since his defection, the New Republic has lost ships from seven supply convoys, and in all cases, the supply routes were those that Felean had been familiar with during his term with the New Republic.

■ **Haanen Felean**
DEXTERITY 3D+2
Blaster 4D, dodge 4D+1, melee combat 4D+1, melee parry 4D+2
KNOWLEDGE 2D
Alien species 4D+2, cultures 5D, languages 3D+2, streetwise 5D
MECHANICAL 3D+1
Repulsorlift operations 4D, starfighter piloting 4D, starship gunnery 4D+2
PERCEPTION 2D
Bargain 3D+1, con 4D, gambling 3D, hide 3D, sneak 4D
STRENGTH 3D+2
TECHNICAL 3D+1
Computer programming/repair 5D, Droid programming 4D+1, Droid repair 4D+2, security 5D
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 2
Move: 10
Equipment: Blaster pistol (4D damage), pocket computer, security systems tool kit



■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

This betrayal affects many of us in ways that you might not understand, at least at first. When troops run short on blaster power packs or medpacs or combat rations, and men die as a result, it is Imperial raids that are the cause. The blood of countless soldiers is on Felean's hands.

Felean was the supply officer who provided my division with many of their supplies. Many of my sources were secret, and since have been raided by the Empire. Felean has betrayed me, and cost me the lives of many dear friends.

ILLUSTRATION: ROB CASWELL

TRELL'YAR

Species: Bothan **Sex:** Male
Homeworld: Kothlis
Height: 1.5 meters **Age:** 24

Crimes Against The New Republic: Suspicion of espionage, treason
Reward For Capture: 6,000

Trell'yar is a Bothan and has been known to frequent Bothawui, Coruscant, and the Corellian system. He is wanted by New Republic forces, as well as the authorities on Bothawui, on charges of suspected espionage and treason.

Trell'yar was one of the group of the Bothan spies who were instrumental in discovering the location of the second Death Star. However, after a debriefing of Jedi Knight Luke Skywalker, it was learned that the information regarding the second Death Star was actually supplied by the Emperor. Since so many Bothans had died while trying to get the information to the Rebel Alliance, it was assumed that the Bothans were unaware that this was a deliberate ploy by the Empire. However, new evidence has surfaced implicating Trell'yar as an Imperial spy. Trell'yar is wanted for questioning.

■ **Trell'yar**
DEXTERITY 3D
Dodge 4D+1
KNOWLEDGE 4D
Alien species 5D+2, bureaucracy 5D, cultures 5D+1, languages 6D, planetary systems 5D+2
MECHANICAL 2D+2
PERCEPTION 3D+2
Bargain 4D+1, command 5D, con 6D+2, gambling 5D+2
STRENGTH 2D+2
TECHNICAL 2D
Computer programming/repair 3D+1, security 5D
Story Factors:
Opportunist; communication (Bothans can ripple their fur for detailed communication, much like speech). See page 15 of the *Dark Force Rising Sourcebook* for more information.
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 5
Move: 9
Equipment: Datapad, holdout blaster (3D damage)



■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

I have great difficulty believing that Trell'yar is a traitor. Councilor Fey'lya has stated for the record that he feels the accusations are false. Before his disappearance, Trell'yar's loyalty to both Bothawui and the Alliance were beyond reproach. It remains to be seen whether Trell'yar is guilty of his accused crimes or not.

ILLUSTRATION: MIKE VILARDI

RODIN BAEM

Species: Human **Sex:** Male
Homeworld: Hoylin
Height: 1.75 meters **Age:** 30

Crimes Against The New Republic: Treason, sedition, murder of New Republic personnel
Reward For Capture: 40,000

Imperial personnel files revealed that during the Empire's rule, Rodin Baem was an informant and contact working with Imperial covert operations teams. These files indicate that Baem had earned the confidence of Lord Darth Vader, a remarkable feat, and aided Vader in finding several Rebel bases. Recent reports reveal that Baem is now operating on behalf of the remaining Imperial forces by purchasing information from independent sources and spies within the New Republic. There is evidence to support the claim that Baem has supplied information to several Imperial agents, including Admiral Gaen Drommel and Moff Lankin (see separate entries).

■ *Rodin Baem*

DEXTERITY 3D
Blaster 4D, dodge 4D+2
KNOWLEDGE 3D
Cultures 4D+1, languages 5D, planetary systems 4D, streetwise 4D+1, survival 4D, value 5D
MECHANICAL 2D+2
Astrogation 4D, repulsorlift operation 5D
PERCEPTION 4D+1
Bargain 6D, con 5D+2, gambling 5D+1, hide 7D, sneak 6D+1
STRENGTH 2D
TECHNICAL 3D
Computer programming/repair 4D, Droid programming 4D, Droid repair 3D+2, first aid 4D+1, security 6D
Force Sensitive?: No **Force Points:** 2
Dark Side Points: 5 **Character Points:** 7
Move: 10
Equipment: Blaster pistol (4D damage), comlink, datapad, pocket computer



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Rodin Baem is one of many important operatives for the Empire, as he provides it the ability to strike at our bases and outposts, thus hindering our rebuilding efforts. It is of utmost importance that he be found and captured.

There have been several sightings of Baem on many other worlds, including Endovan, Farsellah, and Kluistar, most of which are under the control of the New Republic. This could mean that the Empire has new targets for attack, and those systems should prepare accordingly.

ILLUSTRATION: MIKE VILARDI

LESLE ANDREYA

Species: Human **Sex:** Female
Homeworld: Neree
Height: 1.6 meters **Age:** 28

Crimes Against The New Republic: Espionage, sabotage, treason, bribery, extortion, theft
Reward For Capture: 15,000

Lesle Andreya was, at one time, one of the top intelligence agents in the employ of the Rebellion. Her information-gathering abilities allowed Rebels to avoid a number of Imperial-planned ambushes. But at some point in the past few months, Andreya's loyalties shifted and she now serves those who conspire against the New Republic.

Andreya made off with a number of sensitive computer files containing vital defense plans and vanished in the vicinity of Nal Hutta. It is believed she may have obtained transport from there to a sector that remains in Imperial control. She is believed to be armed, but is not known for violence, preferring to use her powers of persuasion to achieve her ends. It is believed she intends to sell the plans she carries to the highest bidder.

Not even her former employers in the Rebellion know what Andreya truly looks like. She speaks with a trace of a Neree accent. The New Republic is as curious about her motives for betrayal as they are desirous of the return of the data she stole.

■ **Lesle Andreya**
DEXTERITY 3D
Blaster 3D+2, brawling parry 4D, dodge 4D, melee parry 4D, pick pocket 5D
KNOWLEDGE 3D+2
Intimidation 4D, languages 5D, planetary systems: Tatooine 4D+1, streetwise 4D+2, willpower 4D+2
MECHANICAL 2D
Beast riding 3D, hover vehicle operation 3D
PERCEPTION 4D+1
Bargain 5D, con 5D, forgery 4D+2, hide 4D+2, persuasion 5D+1, sneak 4D+2
STRENGTH 2D
Brawling 3D
TECHNICAL 3D
Blaster repair 3D+1, demolitions 3D+1, security 4D
Force Sensitive?: No **Force Points:** 1
Dark Side Points: 1 **Character Points:** 5
Move: 12
Equipment: Hold-out blaster (3D damage), fragmentation grenades (5D damage), knife (STR+1D damage), robes



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Lesle Andreya was trained by some of the best espionage experts then serving the Rebellion. She knows all the "by the book" tricks, so those hunting her will be forced to improvise. Although she is not violent by nature, there is no telling how she will react if backed into a corner.

Andreya is believed to have family members in Mos Eisley. That may be a good place to start searching for the reasons behind her traitorous actions.

ILLUSTRATION: LFL

LAR MAENDIN

Species: Human **Sex:** Male
Homeworld: Vastrip IV
Height: 1.75 meters **Age:** 30

Crimes Against The New Republic: Espionage, treason
Reward For Capture: 5,500

Lar Maendin is a former scout who once served the Rebellion. Since the fall of the Empire and the rise of the New Republic, Maendin has become an independent operative, working for various mercenary outfits and the Empire. While Maendin was able to discover several worlds which served as suitable Rebel bases, once Maendin left the Alliance, all of those systems had to be evacuated to avoid Imperial retribution.

Maendin's recent activities were discovered by New Republic agents after a raid on an Imperial base on the Gandan system. Now an independent operative, Maendin finds worlds for the Empire on which they are able to establish bases away from the eyes of the New Republic. In addition, Maendin has also aided several mercenary outfits in a similar manner, including the organization run by Jarth Findo.

■ Lar Maendin
DEXTERITY 2D+2
Blaster 4D+1, dodge 3D+2, melee combat 4D
KNOWLEDGE 4D
Alien species 5D, cultures 6D, languages 6D, planetary systems 5D+2, streetwise 5D+1, survival 6D
MECHANICAL 3D
Astrogation 4D, beast riding 4D+1, repulsorlift operation 4D+2, sensors 7D, space transports 6D, starfighter piloting 5D, starship gunnery 5D+1, starship shields 5D+2
PERCEPTION 2D
Hide 4D, search 3D+2, sneak 4D
STRENGTH 3D
Climbing/jumping 4D+1, stamina 5D, swimming 4D
TECHNICAL 3D+1
Droid programming 4D+1, Droid repair 4D+2, first aid 4D, repulsorlift repair 5D, space transports repair 5D+1
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 5
Move: 10
Equipment: Blaster pistol (4D damage), survival kit, macrobinoculars, three medpacs, scout ship



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Maendin is one of many scouts serving the Empire, but our scouts are trying to trail him so that, as new secret Imperial bases are established, we can act upon them immediately. In short, we are rapidly destroying the Empire's trust in Maendin's efforts.

ILLUSTRATION: MIKE VILARDI

MOL HEDRON

Species: Human **Sex:** Male
Homeworld: Swarquen
Height: 1.75 meters **Age:** 35

Crimes Against The New Republic: Espionage, treason
Reward For Capture: 7,500

Mol Hedron is an intelligence operative working for the Empire. Hedron was an Imperial spy long before the fall of the Emperor, though until recently his activities were of little consequence. Most recently, however, a small unauthorized ship was detected in orbit near the docking control center at Sluis Van. A security check of the ship revealed it was registered to Hedron.

Caught intercepting the maiden flight plans of many of the Republic's newest ships, Hedron fled the system. However, before jumping to hyperspace, his ship was detected making a tight-beam subspace transmission into Imperial space.

■ **Mol Hedron**
DEXTERITY 3D
Blaster 5D, dodge 4D+1
KNOWLEDGE 2D+2
Bureaucracy 4D, cultures 3D+2, languages 5D, planetary systems 4D+1
MECHANICAL 3D
Astrogation 4D+2, space transports 5D, starship gunnery 4D, starship shields 4D+2
PERCEPTION 3D
Con 5D, gambling 4D, hide 5D, search 5D, sneak 4D+2
STRENGTH 3D+1
Climbing/jumping 4D+2, stamina 3D+2
TECHNICAL 3D
Computer programming/repair 5D, security 5D+1, starfighter repair 4D+2
Force Sensitive?: No **Force Points:** 3
Dark Side Points: 0 **Character Points:** 12
Move: 10
Equipment: Blaster pistol (4D damage), comlink, recording rod, datapad



■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

Hedron's ship is a modified Incom A-24 Sleuth, a small scout ship capable of high sublight speeds and hyperspace travel. Despite its somewhat awkward design, the A-24 is a very maneuverable vessel, quite adequate for engagements with other space transports. The ship is also equipped with a powerful communications transmitter, capable of sending out nearly undetectable tight beam signals. This was learned in the encounter with Hedron at Sluis Van, for despite our jamming attempts, it appears that he managed to get his signal through to whoever it was he sent it to.

ILLUSTRATION: ROB CASWELL

GAMEMASTER INFORMATION.

The Incom A-24 Sleuth

The A-24 was designed and released during the heyday of Incom. The A-24 is a scout ship, capable of carrying only two persons: a single pilot and a passenger; an astromech Droid may serve as co-pilot. While older than more popular scout ships, the A-24 has excellent maneuverability and sublight speed for a vehicle of this class.

■ Incom A-24 Sleuth

Type: Scout ship
Scale: Starfighter
Length: 14 meters
Skill: Space transports: A-24 Sleuth
Crew: 1
Passengers: 1
Cargo Capacity: Two metric tons
Consumables: 3 months
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 350; 1000 KMH
Hull: 3D+2
Shields: 2D
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Two Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2KM/2.5KM
Combined Damage: 5D

Hedron's A-24 is equipped with a high powered transmitter which sends its signal on a very tight beam to avoid detection. Characters attempting to intercept these signals must make a Very Difficult *communication* skill roll to be successful; these signals may still be coded and may require additional rolls to decipher. If they know the specific frequency, reduce the difficulty by one level, and if they know the specific vector reduce the difficulty another level.

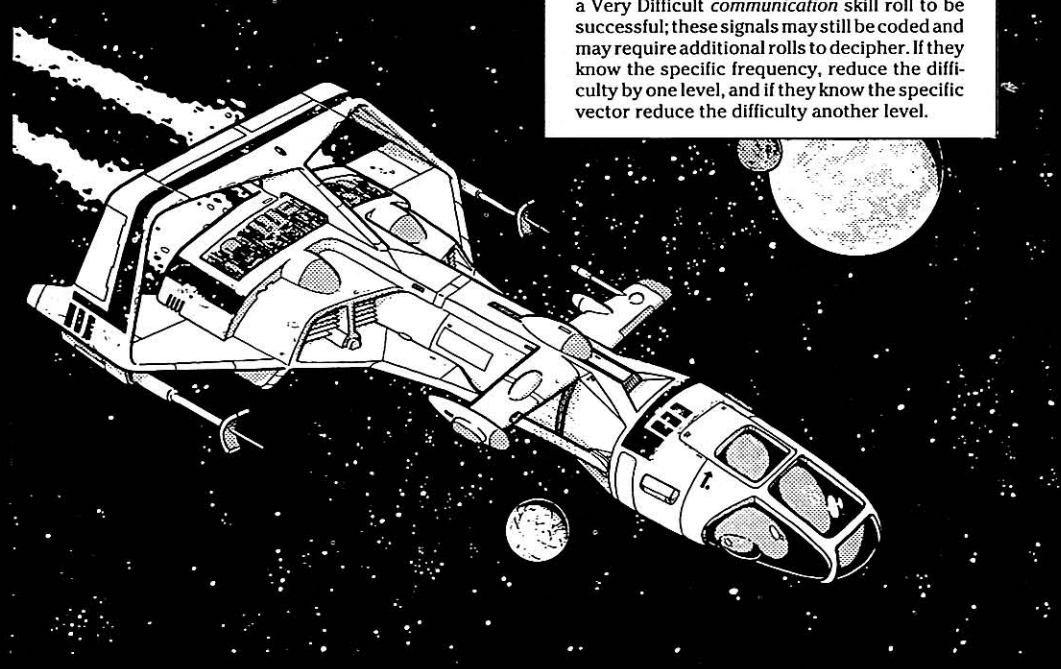


ILLUSTRATION: ROB CASWELL

TEN DORNE

Species: Sluissi **Sex:** Female
Homeworld: Sluis Van
Height: 1.75 meters **Age:** 30

Crimes Against The New Republic: Espionage against the New Republic
Reward For Capture: 12,500

Ten Dorne is an engineer working for the Empire, but previously she served under Admiral Ackbar during the development of the B-wing assault starfighter. As part of the Shantipole Project, Dorne was given complete access to the Verpine shipyards in the Roche Asteroid Field.

However, after several very narrow escapes from Imperial forces, it seems that Dorne has reconsidered her position. It is known that Dorne was working on a design for a shearing plane, a device able to render tractor beams ineffective. She disappeared, but a short time later, it was learned that she defected to the Empire.

Intercepted transmissions have revealed that Dorne's skill, expertise, and knowledge of the New Republic's technology were very valuable to the Empire during the period of time immediately following the Battle of Endor. There are no reports concerning the development of Dorne's shearing plane concept, though it is unlikely that the Empire would have invested in an experiment before strengthening its naval fleet against attacks made by the New Republic. As of this report, no attempts to apprehend Dorne have been made due to high security at the Vosteltig ship yards.



■ **Ten Dorne**
DEXTERITY 2D+1
Blaster 3D+2
KNOWLEDGE 4D
Bureaucracy 5D, languages 4D+2, value 6D+2
MECHANICAL 2D+2
Astrogation 3D+1, repulsorlift operation 4D, starfighter piloting 4D+2
PERCEPTION 2D+1
STRENGTH 2D+2
Stamina 4D
TECHNICAL 4D
Capital ship engineering (A) 5D+2, capital ship repair 9D, capital ship weapon engineering (A) 7D, capital ship weapon repair 8D+2, Droid programming 6D, Droid repair 6D, repulsorlift repair 5D+1, security 5D, starfighter engineering (A) 3D+1, starfighter repair 8D+2
Story Factors:
Relaxed: Sluissi are normally very relaxed and seldom get excited.
Special Abilities:
Technical Aptitude: Sluissi receive an extra 4D beginning skill dice for *Technical* skills. Sluissi take twice as long as normal for all *Technical* actions.
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 7
Move: 10
Equipment: Pocket computer, datapad, hold-out blaster (3D damage)

■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

The capture of Ten Dorne is of high priority, due to the vast amount of knowledge she has regarding the ships of the New Republic's Navy. Dorne's presence within the Imperial ship yards is enough to neutralize all the advantages our research and development has earned us in the past two years. The seriousness of this threat is in addition to the importance of the shearing plane that Dorne began to develop.

ILLUSTRATION: MIKE VILARDI

MEXNEAN

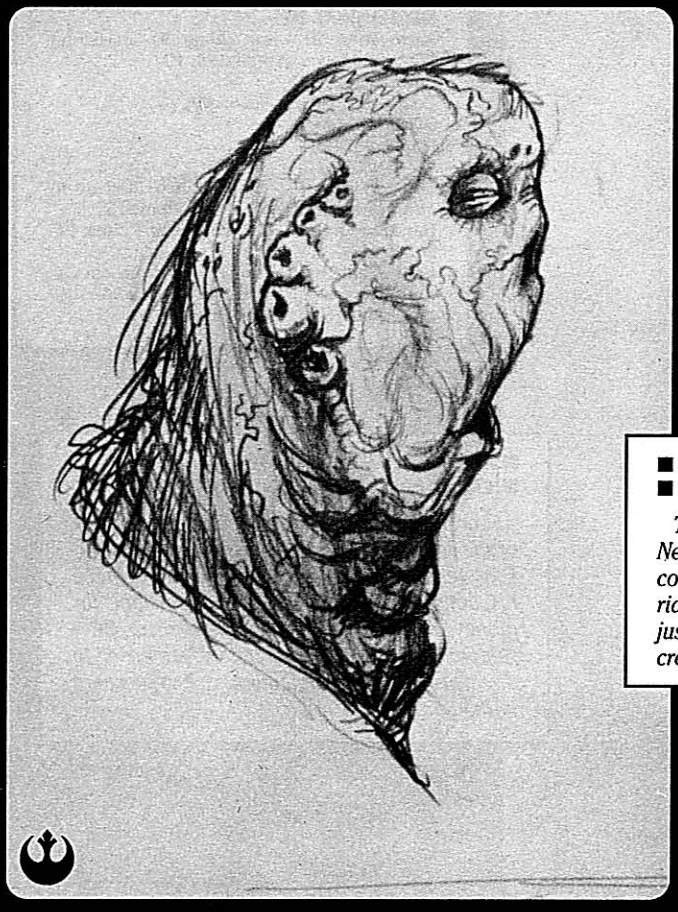
Species: Berrite **Sex:** Female
Homeworld: Berri
Height: 1.3 meters **Age:** 243

Crimes Against The New Republic: Fraud, conspiracy, theft, money laundering
Reward For Capture: 1,500

Mexnean is a diminutive con woman known to frequent starports, drinking establishments and other areas where it is easy to find marks for her slick con games. Mexnean's cons run the gamut, from crooked sabacc games to laundering dirty credits from spice smugglers. She has been known to pose as an employee or operative of a company or criminal and roll up a tab of tens of thousands of credits while living the good life. She then disappears before her scam is revealed.

Mexnean is wanted by the Republic for questioning because it is believed that she has dealt with several prominent crime lords in the past few months. The Republic now has sufficient evidence regarding minor crimes that she could be put in prison for several decades — if Mexnean promises to reveal what she knows about the crime lords, the Republic might be convinced to overlook some of her past activities.

■ Mexnean
DEXTERITY 2D
Dodge 4D, firearms 5D+2, pick pocket 5D
KNOWLEDGE 3D
Alien species 6D, bureaucracy 5D+1, cultures 5D, languages 4D+2, planetary systems 5D+2, streetwise 6D+2, value 5D, willpower 6D
MECHANICAL 1D+2
Astrogation 3D, repulsorlift operation 3D+2
PERCEPTION 2D
Bargain 6D, con 5D+2, forgery 3D+2, hide 4D, persuasion 4D+2, sneak 5D
STRENGTH 2D
TECHNICAL 1D+1
Computer programming/repair 2D, first aid 2D+2, security 4D
Force Sensitive?: No **Force Points:** 2
Dark Side Points: 0 **Character Points:** 12
Move: 7
Equipment: Slug pistol (4D damage, 3-5/10/25), comlink, datapad, expensive cloak, spice



■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

This seedy crook has crossed paths with the New Republic several times. While she hasn't committed crimes of the same severity as Imperial agents, I'd still like to see her brought to justice. Besides, I'd like to get back that 350 credits she stole from me.

ILLUSTRATION: LFL

FAARL THE CONQUEROR

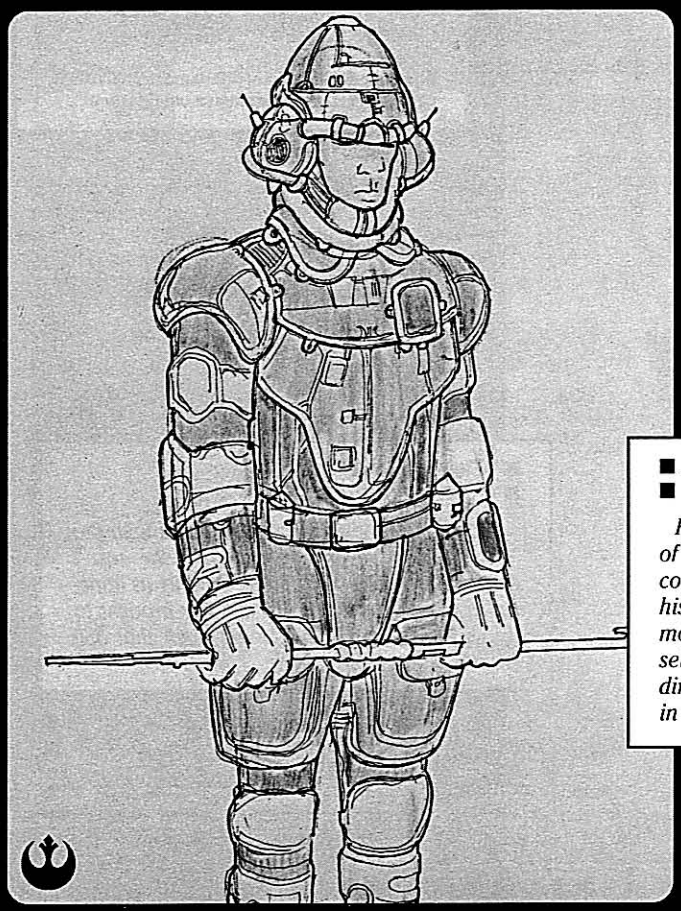
Species: Human **Sex:** Male
Homeworld: Korlings
Height: 2.1 meters **Age:** 19

Crimes Against The New Republic: Murder, piracy, slavery
Reward For Capture: 50,000

Faarl the Conqueror is a pirate who has managed to enslave no less than seven primitive worlds in Wild Space, far from the reach of both the Empire and the Republic. He is included in this datafile in the hopes that someone will be able to stop him, but our military forces are far too burdened with holding back the Empire to oust this man.

Called "The Child Conqueror," Faarl is feared throughout the systems he controls. He is rumored to be the eldest son of a noble family of the Korlings system, but not much else is known of his background. The young boy somehow was able to gather a formidable group of pirates for the purpose of plundering systems and capturing weak freighters.

Faarl has destroyed at least five different independent freighters, and in each case the crew had surrendered — the boy is obviously a murderous and heartless criminal. Faarl's worst crimes came about while he conquered several worlds in the Parthovian Cluster. Faarl chooses worlds with small populations and almost no defense, or a world with very primitive technology. This enables him to quickly and efficiently enslave the population, and many of the citizens of "primitive" species have been sold into slavery.



■ **Faarl The Conqueror**

DEXTERITY 2D
Blaster 3D, dodge 5D, melee combat 6D, melee parry 6D
KNOWLEDGE 3D
Alien species 4D, bureaucracy 5D, cultures 6D+1, intimidation 7D, languages 4D+2, law enforcement 5D, planetary systems 6D, streetwise 6D
MECHANICAL 2D
Astrogation 5D, beast riding 3D, starfighter piloting 5D, swoop operation 4D
PERCEPTION 3D
Command 7D, persuasion 4D
STRENGTH 3D
Stamina 3D+2
TECHNICAL 2D
Computer programming/repair 4D, first aid 4D
Force Sensitive?: No **Force Points:** 5
Dark Side Points: 6 **Character Points:** 14
Move: 10
Equipment: Battle armor (+1D from energy, +2D+2 from physical,-1D to *Dexterity)*, powerstaff (STR+1D+2 damage)

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Faarl is, in his own way, as dangerous as any of the factions of the Empire. The boy has no conscience and will stop at nothing to achieve his aims. He is willing to kill or enslave for money, and seems to be a cunning warrior. He is seldom actually on the battlefield, preferring to direct his pirates from a hidden base somewhere in the Parthovian Cluster.

ILLUSTRATION: LFL

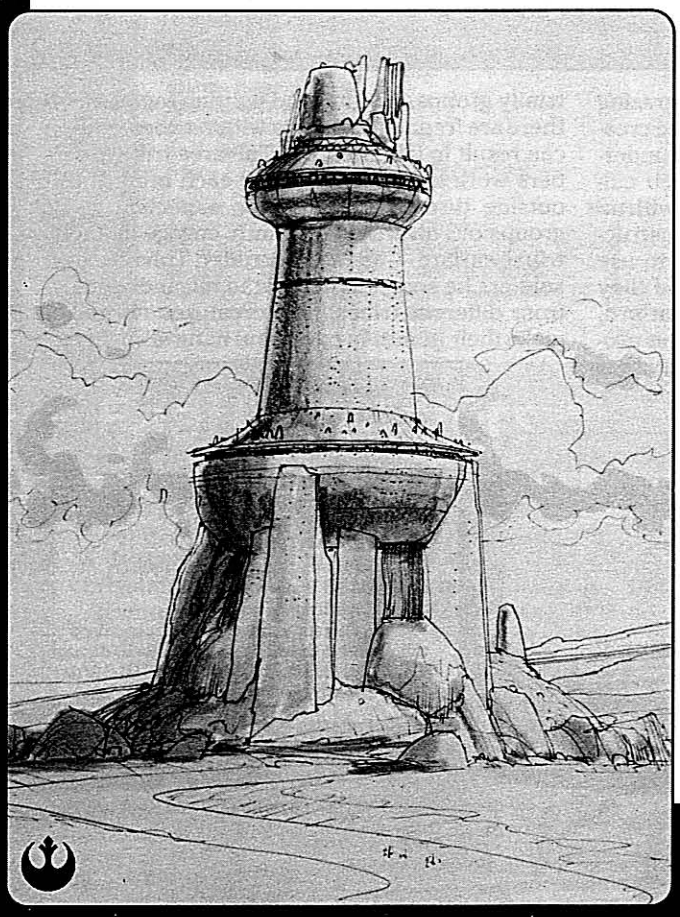
GAMEMAMSTER INFORMATION
Fortress Baarlos

Faarl rules from Fortress Baarlos, an ancient tower seemingly built by warlords of an age long past. The building, estimated at 10,000 years old, has withstood the ages well. Fortress Baarlos is on the primitive world of Pachi, in a so-far uncharted system which Faarl has modestly named Faarlsun.

Faarl discovered the tower shortly after forming his pirate force (in fact, on his second campaign), and immediately decided that it would be a perfect permanent base of operations. Faarl has extensively modified the tower, as well as the bedrock that it is built upon.

Plasma drillers were used throughout the bedrock to hollow out caverns. The lowest level of the caverns are riddled with winding and almost unmapable catacombs, which house thousands upon thousands of dungeon cells. The next level up are the massive power generators that provide energy for the tower, as well as for the planetary shields and ion cannon Faarl has placed on the tower or in the countryside nearby. The next level up houses the docking bays for Faarl's fleet of atmospheric cruisers, starfighters and smaller capital battle starships, such as his Corellian Corvettes. The upper level of the bedrock catacombs provides quarters for the lower-level aides, technicians and soldiers who are permanently stationed on the world.

The lowest section of the tower provides quarters for Faarl's most trusted troops and favored technicians, supplies of spare weapons and equipment, and also houses Faarl's extensive holovid library (Faarl is a great connoisseur of the literature and art of the galaxy).



The mid-section of the tower is devoted to the day to day operations of Faarl's mercenary army, including controls for planetary defenses. Most of the chambers within the tower are sweeping rooms, with high, curved ceilings, so there are actually only eight or nine levels in the mid-section of the tower.

The upper level of the tower holds all of the rooms Faarl is likely to use for his personal activities. There is the huge assembly chamber, where Faarl holds court, receives tribute from the leaders of subjugated worlds and views his personal entertainments (Faarl has hired over 100 entertainers to cater to his every whim, from musicians, to writers, to the amazing Tetranni body-sculptors, who can change their form through intricate and utterly fascinating dances).

Faarl has a permanent entourage of a dozen guards in battle dress uniforms, ready and willing to die for the pirate conqueror. His personal quarters take up four of the upper levels of the tower, including a massive balcony that offers a view of the far-off hatching caves of the Tulvarees (see separate entry).

ILLUSTRATION: LFL

History of a Despot

Faarl's career as a pirate started simply enough: at his command were a few dozen men eager for riches and owing their allegiance to whoever would offer them the richest spoils. However, Faarl soon learned that by venturing to Wild Space, beyond the control of the Empire, he could offer much more: wealth beyond their wildest dreams, and power over millions of lives.

Faarl found a sector of space, the now infamous Parthovian Cluster, where the advanced technology of the Known Galaxy was in short supply, if known at all. A man with a few heavily-armed vessels could forge an Empire. Faarl decided that he was the man to do that.

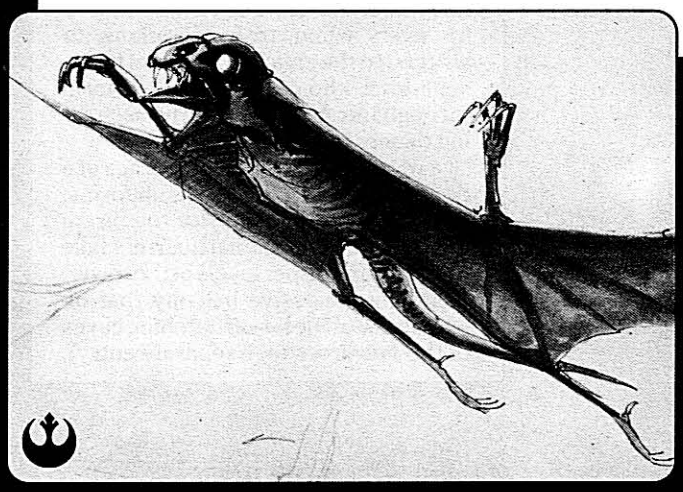
His next pirate raids centered on capturing well-armed capital ships, and he succeeded in stealing three Corellian Corvettes, six Corellian Gunships and nearly a score of various starfighters in just a few months. By that time, Faarl's reputation had grown remarkably, and pirates flocked to this child who seemed to be gifted at bloodshed. It was then that Faarl revealed his plan.

After picking a temporary base of operations, Faarl's first conquest was quick and simple. The natives of the unfortunate world had barely advanced to steam powered machines, yet their world was rich with booty and valuable resources. Faarl had enslaved the planet in less than two months. Faarl then offered some of the natives positions of power in exchange for slaves, wealth and whatever else the conqueror wanted.

Soon, this method allowed Faarl to conquer several other worlds and build a massive army of mercenaries, and in some cases, slaves.

Tulvarees

Tulvarees are hunters who prey on the grazing herbivores of the mountains of Pochi. The creatures are semi-intelligent, and are able to understand language and take commands. Their culture was very limited when Faarl arrived, with no evidence of tool usage, art or music, or construction. However, they easily learned how to use weapons and take orders from Faarl, and they seemed eager to cooperate with the warlord, although this might be simply because he provides them with ample food, medicines and other goods. The creatures live in large extended-family groups, hunting and fighting together — there are frequent conflicts within tribes, which can result in fatalities, but Tulvaree tribe members work together to defend each other from outside threats. As might be expected, rival groups of Tulvarees constantly engage in inter-tribal warfare — as Faarl recruited Tulvarees as soldiers he soon learned not to mix individuals from different tribes. The creatures normally make their homes in caves and natural shelters.



■ **Tulvarees**
Attribute Dice: 9D
DEXTERITY 1D/5D
KNOWLEDGE +1/1D
MECHANICAL +1/1D
PERCEPTION 1D/3D
STRENGTH 2D/4D
TECHNICAL +1/1D
Move: 7/9 (on ground); 15/20 (flying)
Height: 1.5-1.8 meters
Special Abilities:
Talons: Tulvarees have razor-sharp talons on their hands and feet, which do STR+2D damage.
Teeth: A Tulvaree's bite causes STR+1D damage.

ILLUSTRATION: LFL

Pochi

Pochi is a dry but habitable world, and is the home of Faarl's empire. The world is dominated by seemingly endless dry plains covered with low scrub grasses, groves of small trees and low mountains. Small forests can be found along the coasts, where more moisture is available. Seasonal variation is minimal except near the poles, so the climate is almost constantly warm and humid.

Faarl has developed much of the area near his tower by building huge military training camps and slave labor prisons. A small city, Vindru, has sprung up around the small spaceport Faarl had built. Most of the people who live in Vindru work directly for Faarl and run the slave trade or are responsible for military support services, although some are independent traders who bought their freedom with a "freedom tribute" consisting of valuable jewels, exotic items and other oddities — if Faarl is pleased by the presentation, they are freed from their obligation to Faarl and his pirate cronies. If not, Faarl has them executed or enslaved.

Faarl has been able to develop a large mercenary force with the help of a semi-sentient native species called Tulvarees. These large, flying predators native to the mountains of Pochi have proven to be reliable soldiers.

■ **Pochi**
Planet Type: Temperate Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Plains, Mountains
Length of Day: 25 Standard Hours
Length of Year: 350 Local Days
Sentient Species: Humans, Tulvarees (N)
Points of Interest: Fortress Baarlos, Vindru
Starport: Limited Services
Population: 6 Million
Government: Warlord
Tech Level: Space (Humans), Feudal (Tulvarees)
Major Exports: None
Major Imports: Low tech, raw materials, luxury items

System Data

System Name: Faarlsun
Star Name: Faarlsun
Star Type: Yellow-White

Orbital Bodies

Planet	Type	Moons
Jun	Searing Rock	0
Zossi Belt	Asteroid Belt	0
Weken	Poisonous Terrestrial	2
Pochi	Temperate Terrestrial	3
Koss	Gas Giant	8
Calipp	Gas Giant	12

Faarl's Soldiers

Faarl's soldiers worked in mixed units of loyal soldiers, mercenaries and slaves. Each squad of a dozen men is commanded by one of Faarl's original pirates. At least half of the regular soldiers are mercenaries, hired on from one of the conquered worlds, while the final half of the unit consists of slaves forced to fight for Faarl. The mercenaries aren't trusted by Faarl, but he has made it clear that he has sufficient soldiers to kill any who decided to revolt or betray him. More important, the mercenaries are given authority to order the slave soldiers around, and thus the slaves have the highest casualty rate as they are forced to do the most dangerous tasks. Faarl has theoretically made it possible for a slave to work his way up to mercenary status, promising freedom to any slave who "is an exemplary soldier." In practice, the mercenaries and commanders distort battlefield actions so that slaves aren't given a chance to advance.

There is no such thing as a typical soldier in Faarl's army. Their training varies immensely, and any manner of Human or alien can be found to take up arms on behalf of Faarl. Faarl has made it a standard policy that soldiers are allowed to keep what they can capture from enemy soldiers or pillage from conquered villages and cities, and that is how Faarl is able to keep his troops controlled.

DANAAN KERR

Species: Human **Sex:** Male
Homeworld: Unknown
Height: 1.6 meters **Age:** 40+

Crimes Against The New Republic: None
Reward For Capture: 15,000

Danaan Kerr is a most unusual target for the forces of the New Republic: a rumored Dark Jedi. Reports from field operatives have strongly indicated that this individual seems to possess powers attributed to the legendary Jedi Knights, yet this individual is clearly insane, using his abilities to frighten, dominate and sometimes murder victims.

It is rumored that Kerr may have been in allegiance to the Emperor, or that he was simply allowed to exist because he presented no threat to Palpatine. Word of atrocities committed by an "insane dark magician" have spread throughout the Bitrose, Hunnoverrs and Instrop sectors, spread by travelling merchants and smugglers. There is a sense of fear among many of these individuals, and a demand that the New Republic do something about the situation.



■ Danaan Kerr
DEXTERITY 2D+2
Dodge 4D, lightsaber 6D+2, melee combat 4D+1, melee parry 5D
KNOWLEDGE 3D+1
Alien species 4D+2, cultures 4D, intimidation 5D+2, languages 5D, survival 4D+2
MECHANICAL 2D
Beast riding 4D, space transports 5D
PERCEPTION 3D+1
Command 5D+2, hide 4D, search 4D, sneak 4D+2
STRENGTH 2D+2
Climbing/jumping 4D, stamina 4D
TECHNICAL 2D
First aid 3D+2, starfighter repair 4D
Special Abilities:
Force skills: control 5D, sense 4D+1, alter 3D
Control: Absorb/dissipate energy, control pain, remain conscious, resist stun
Sense: Life detection, life sense, magnify senses, receptive telepathy
Alter: Injure/kill, telekinesis
Control and sense: Farseeing, lightsaber combat, projective telepathy
Control and alter: Force lightning, inflict pain, return to consciousness, transfer force
Control, sense and alter: Affect mind, control mind, telekinetic kill
Sense and alter: Dim other's senses
Story Factors:
Insanity: Danaan Kerr is clearly insane, and as such, his desires, intentions and motives change unpredictably. He will attack any who show force abilities.
Force Sensitive?: Yes **Force Points:** 13
Dark Side Points: 8 **Character Points:** 30
Move: 10
Equipment: Lightsaber (5D damage)

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

I was very skeptical about the Force until I met Commander Skywalker for the first time. No, the famous Hero of the Republic didn't perform any parlor tricks to convince me. It was merely his presence; he has a sense of otherworldliness that is both intimidating and inspiring. I fear what kind of effect a Dark Jedi could have on the people he encounters.

Kerr is rumored to have settled in the Rannon system, although this comes from an unreliable smuggler. Luke Skywalker says that he has never heard of Kerr, but he admits that his own knowledge of past Jedi is rather limited.

ILLUSTRATION: MIKE JACKSON

GAMEMASTER INFORMATION

Danaan Kerr is a Jedi Knight of little renown, entering into that exclusive order during the chaos of the Clone Wars. In their search of the galaxy for Jedi Knights, Vader and the Emperor found Kerr, but detected his inclination towards the Dark Side, and spared Kerr's life, leaving him to eventually be totally consumed by the Dark Side. Thus while not serving the Emperor directly, Kerr would be serving the Dark Side of the Force, and thus indirectly help achieve Palpatine's ends.

Since the fall of the Emperor and the Empire, Danaan Kerr has settled on the planet Rannon, in the system of the same name. For two decades, he lived as an old hermit, keeping largely to himself, and not disturbing anyone. In recent times, however, Kerr has begun to sense stirrings in the Dark Side of the Force that have led him to believe that the Emperor is somehow still alive. Kerr has since begun to influence the populace on the planet Rannon, terrorizing the population and training several initiates in the Force, while encouraging them to embrace the Dark Side.

Kerr lives in an area of Rannon called the Valley of Ternaax, a once lush and beautiful valley covered with forests. Since Kerr's detection of a disturbance in the Force, his evil and corruption have manifested, causing the valley's once beautiful landscape to become rotted, dark, and evil.

System Data

System Name: Rannon
Star Name: Rannon
Star Type: Yellow-White

Orbital Bodies

Planet	Type	Moons
Moll	Searing Rock	0
Kich	Searing Terrestrial	0
Rannon	Temperate Terrestrial	2
Onuf	Gas Giant	5

Rannon is a remote world, first settled several hundred years ago. While the world has a pleasant climate, it lacks outstanding resources, and is, to most people, a simple world which can serve as a home. The planet is covered largely with forests and mountains, with populated settlements encountered in all areas. The government is a council run by all of the settlements — each town sends a representative, and within the council, standard laws are decided for all citizens and communities. The Valley of Ternaax is an isolated area far from any settlements, and unknown to all but Danaan Kerr.

■ Rannon

Planet Type: Temperate Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Mountainous Forests, Forests
Length of Day: 20 Standard Hours
Length of Year: 380 Local Days
Sentient Species: Humans, Rodians
Points of Interest: Valley of Ternaax
Starport: Limited Services
Population: 10 Million
Government: Cooperative Council
Tech Level: Space
Major Exports: Foodstuffs, gems
Major Imports: None

Adventure Ideas

- The characters are on the planet Rannon, when a Force-user (or Force Sensitive character) detects a disturbance in the Force—someone strong in the Dark Side is on the world. Inquiring of the natives reveals little until a "crazy local" approaches them and tells them about Danaan Kerr and the Valley of Ternaax, the source of the disturbance in the Force. Investigating, the characters find themselves face to face with the Dark Jedi.

GRELDO FARNOR

Species: Khil **Sex:** Male
Homeworld: Belnar
Height: 1.4 meters **Age:** 32

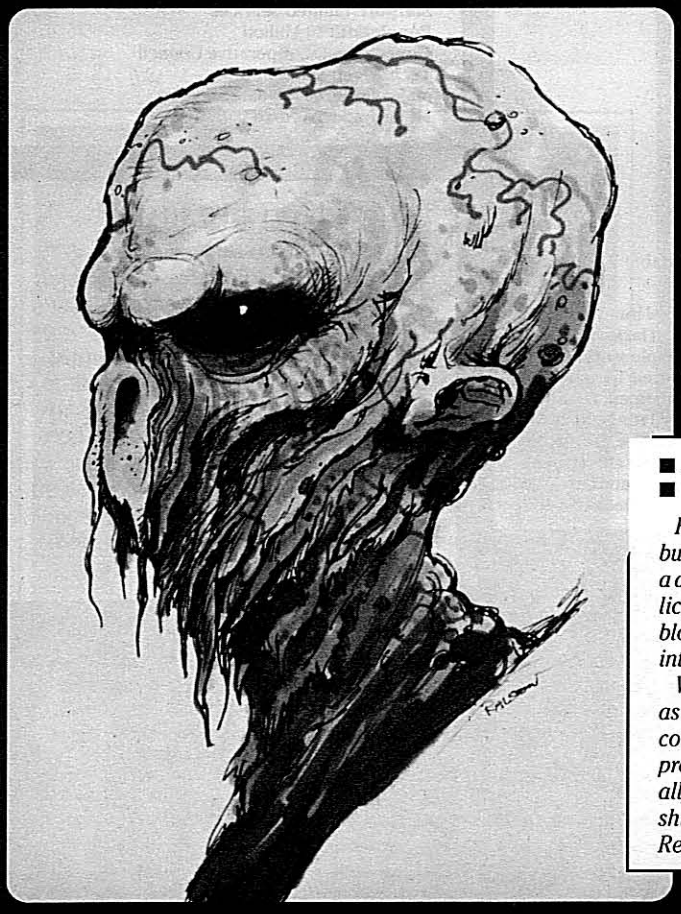
Crimes Against The New Republic: Destruction of New Republic property, murder of New Republic personnel, piracy
Reward For Capture: 10,000

Greldo Farnor was a trader in Droid parts operating from Alderaan, where he lived with his mate and children. He was away on a business trip when the Death Star destroyed that world, killing his family. When he returned to find rubble-strewn space where once his home had been, his mind snapped.

Farnor embarked on a crusade against the Empire, attacking unarmed scout ships and cargo vessels. Even after the death of the Emperor and the collapse of the Empire, he continued his vendetta, blowing up ships in areas still controlled by the Imperials.

Farnor's modified YT-1300 freighter has become a familiar sight in the "no man's land" between Imperial and New Republic space. But his one-man war cannot be allowed to continue, as the Imperials believe him to be a New Republic agent, and he has been provoking hostilities where none need exist.

■ **Greldo Farnor**
DEXTERITY 3D
Blaster 3D+2, dodge 3D+1, melee combat 3D+1, melee parry 3D+1
KNOWLEDGE 3D+2
Business: Droid parts 5D, survival 4D, willpower 4D+2
MECHANICAL 3D+1
Space transports 4D+2, starship gunnery 4D+2
PERCEPTION 3D+1
Persuasion 4D+2, search 4D+1
STRENGTH 2D
TECHNICAL 4D
Space transports repair 4D+2, starship weapon repair 4D+2
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 4
Move: 10
Equipment: Blaster pistol (4D damage), vibroblade (STR+3D damage), blast helmet (+1D to front from physical attacks, +1 to front from energy attacks), blast vest (+1D to front from physical attack, +1 to front from energy attack)



■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

Farnor's story is unquestionably a tragic one, but the fact remains that his crusade has become a dangerous political liability for the New Republic. There is no telling how many of these his bloody attacks have pushed non-aligned worlds into the arms of the Imperials.

We would much prefer Farnor be taken alive, as we feel that with the proper counselling, he could rebuild his life. If he continues on his present course, an Imperial cruiser will eventually shoot him down and use the wreckage of his ship for a propaganda victory over the New Republic.

ILLUSTRATION: LFL

GEN TIRAAN

Species: Human **Sex:** Male
Homeworld: Chandrila
Height: 1.5 meters **Age:** 37

Crimes Against The New Republic: None
Reward For Capture: 5,000

Gen Tiraan was raised on Chandrila, and developed an early talent for starship engineering. Subject later joined Incom, and distinguished himself as the youngest member of the team that created the Incom X-Wing Space Superiority Starfighter. He was forced to remain with Incom after nationalization by the Empire, and remained there until the fall of the Empire, shortly after the Battle of Endor. Since that time, Tiraan has left Incom. Though offered positions by several companies, Tiraan refused and was last reported in the Corellian system, working for a large shipping company.

Most recent information regarding Gen Tiraan suggests that he has developed a new, more efficient sublight engine. Any New Republic agents operating in or near the Corellian system should make attempts to locate Gen Tiraan and procure his services for the Republic.

As Tiraan isn't a criminal, those approaching him must explain that the New Republic would like to question him, and that while no formal charges have been levied against him, refusal to cooperate could result in warrants being issued for his arrest. .

■ **Gen Tiraan**
DEXTERITY 2D+1
Blaster 3D, dodge 4D
KNOWLEDGE 4D
Languages 4D+2, planetary systems 5D, value 5D+2
MECHANICAL 2D+2
Astrogation 4D, repulsorlift operation 3D+2, starfighter piloting 3D+2
PERCEPTION 2D+1
Bargain 4D
STRENGTH 2D+2
TECHNICAL 4D
Computer programming/repair 5D+1, Droid programming 5D, Droid repair 4D+2, repulsorlift repair 6D, space transports engineering (A) 4D, space transports repair 9D, starfighter engineering (A) 3D+1, starfighter repair 7D+1
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 6
Move: 10
Equipment: Pocket computer, datapad, R2 astromech Droid, comlink

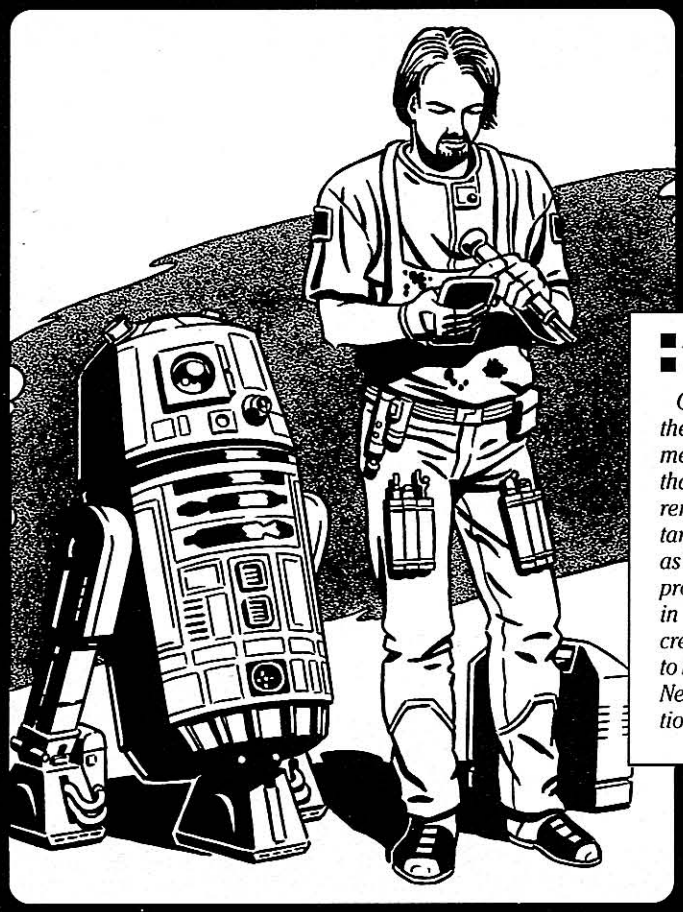
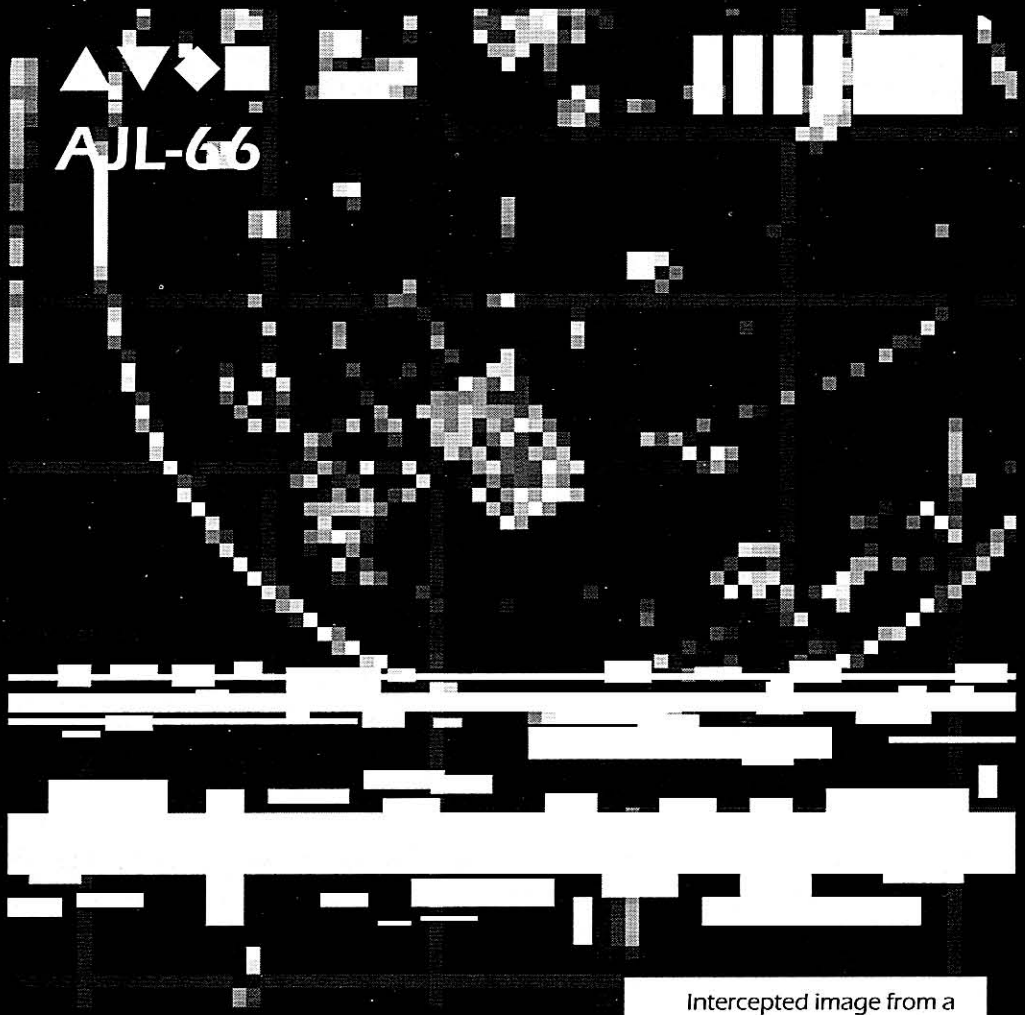


ILLUSTRATION: MIKE JACKSON

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

Gen Tiraan has committed no crimes against the New Republic, but is included in this document due to his specialized skills. It is no secret that the Empire is attempting to marshall their remaining forces and begin to rebuild their military. To this end, they will require engineers such as Tiraan. His efforts while designing the X-wing prove that Tiraan is capable of radical advances in engineering given a free hand and sufficient credits. It is for this reason that we should attempt to find Tiraan and offer him a position within the New Republic. We can also provide him protection from the Empire.

■ DATA.SEARCH ■ PROG40062 ■ FILEPATH 9211/05P//PER.ADB//SC ■ FILEFORM.:D.PAD/DOWNLOAD
■ SECTION NINE: SPECIAL CASES ■ SOURCEFILE: WANTED BY CRACKEN ■ SUBJECT..



Intercepted image from a scrambled transmission of the technical specifications of Tiraan's new sublight engine. New Republic Intelligence is continuing its efforts to unscramble the signal.

Adventure Idea

▪ Following Cracken's suggestion, or under orders, the characters are sent to the Corellian system in order to find Tiraan. As they arrive in the system, a Republic agent approaches them with a copy of a transmission he detected being sent from the planet. The scrambled transmission contains plans for Tiraan's new sublight engine design, with word that Imperial agents are hounding Tiraan and trying to force him into service. The characters must discover and rescue Tiraan before he can be kidnapped by the Empire.

ILLUSTRATION: LFL

ESPIONAGE DROID

Model: Espionage Droid (model unknown)
Height: Unknown

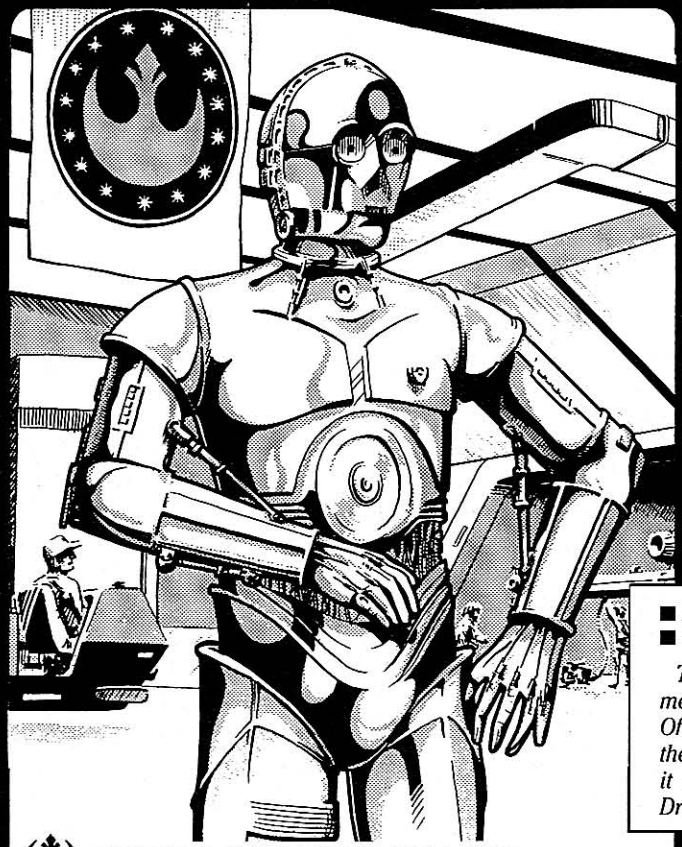
Crimes Against The New Republic: Espionage
Reward For Capture: 8,000

Within the last several months, there have been two distinct occurrences that suggest the presence of an espionage Droid within the New Republic's Ministry of Supply. On both these occasions, there are records of tight beam transmissions (identical to those produced by espionage Droids) emanating from ships within New Republic supply convoys. Both times, the transmissions were so short that the communications specialists aboard the convoy ships couldn't get a fix on the source of the signal, allowing the Droid to escape undetected.

In both cases, with thousands of different Droids aboard the convoys, the search process would have interfered with desperately needed shipments of supplies to impoverished worlds and under-equipped military bases.

It seems likely that the Droid has dual-mode programming: the surface programming is that of whatever role the Droid is supposed to be serving. Beneath that is secondary espionage programming, which compels the Droid to broadcast as much information as possible to whoever has sent the Droid. Often, the only way to detect an espionage Droid is to physically disassemble the Droid and try to find the programming boards for the espionage functions — a time consuming process indeed.

■ Espionage Droid
DEXTERITY ??
KNOWLEDGE ??
MECHANICAL ??
PERCEPTION ??
STRENGTH ??
TECHNICAL ??



POSSIBLE ESPIONAGE UNIT

■ ADDENDUM/PERSONAL
■ CRACKEN, AIREN/GENERAL..

This type of Droid, if uncaptured, can do immense damage to the New Republic's security. Often, these Droids themselves are unaware that they are performing espionage actions, making it virtually impossible to detect an espionage Droid by behavior alone.

ILLUSTRATION: ROB CASWELL

GAMEMASTER INFORMATION

In truth, the espionage Droid in the Ministry of Supply is a mechanized labor management Droid aboard one of the freighters. The "quirky" personalities of such Droids have made it exceptionally easy to place espionage programming in the Droid without it being aware of its espionage mission. The Droid's position enables it to order other Droids to retrieve certain data or perform certain tasks — then when the espionage Droid correlates all of the data, it is able to pass that information on to its programmers. Any Droids who get too curious about what will be done with a specific type of data are memory-wiped and reprogrammed.

■ **T5-G3**

DEXTERITY 2D
Dodge 4D
KNOWLEDGE 2D
Languages 5D, planetary systems 4D, value 4D
MECHANICAL 1D
PERCEPTION 3D
Command: labor Droids 6D, hide 4D, search 3D+1, sneak 4D
STRENGTH 2D
TECHNICAL 2D
Computer programming/repair 5D, Droid programming 5D+1, Droid repair 5D+1, security 6D
Force Sensitive?: No **Force Points:** 0
Dark Side Points: 0 **Character Points:** 10
Move: 8
Equipment:
- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors — Human range
- Vocabulator speech/sound system
- Broad-band antenna receiver
- AA-1 VerboBrain
- TranLang III Communication module with over seven million languages
- Subspace tight-beam transmission core (concealed)

Locating the Droid

When the Imperial technicians modified T5-G3, the modifications they made caused a minor short in the Droid's logic dispenser, which has in turn caused the Droid to act "quirky" from time to time (even moreso than an average labor management Droid).

Fortunately for the New Republic, these quirks will continue to grow worse and worse, until the Droid ceases to function. The Droid can still function for another 6-8 months before the quirks begin to actually hinder the Droid's performance.

Whenever player characters are with T5-G3, have each make a Very Difficult *Perception* roll. Anyone making the roll will notice that the Droid is acting unusual. In addition, New Republic engineers have installed special sensor packages on the ships in the convoys that will be able to pinpoint the location of the Droid mere seconds after the transmission is detected. This, combined with the quirky behavior of the Droid, should allow the player characters to find the espionage Droid after a tense and exciting "detective story" hunt.

STALNUS

Species: Riorian **Sex:** Male
Homeworld: Rior
Height: 2.5 meters **Age:** 75

Crimes Against The New Republic: Murder of New Republic personnel, assault with intent to kill, resisting arrest
Reward For Capture: 35,000

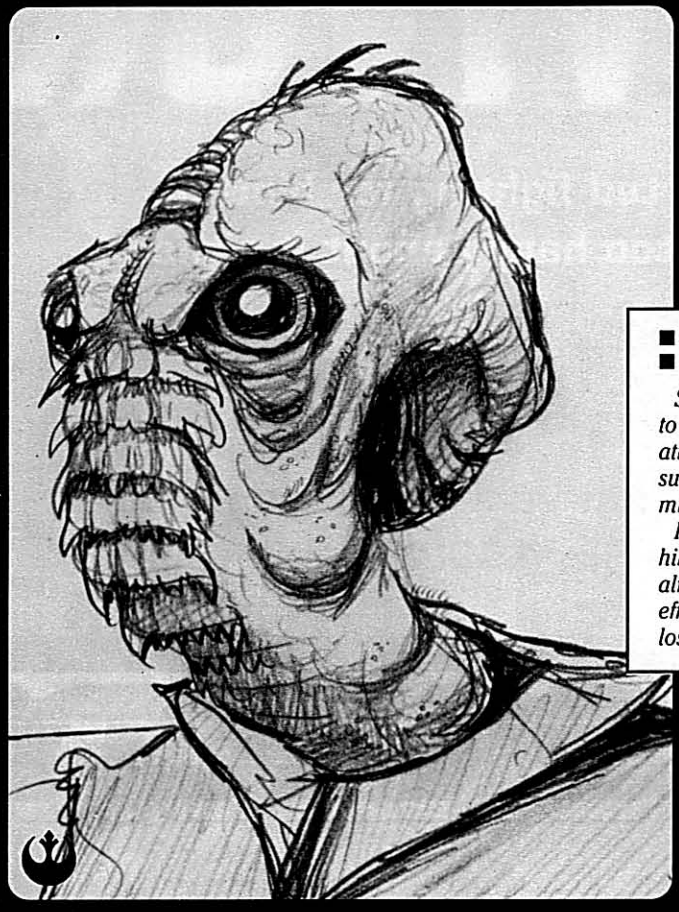
Stalnus is a maniac, wanted for murder in at least six systems. Whether he is mentally disturbed or simply short-tempered is unknown, but he has left a trail of blood behind him and has thus far managed to evade capture.

Stalnus is known to have a weakness for spice and it is usually this that gets him into violent situations. Unlike the average Riorian, Stalnus evidently never learned to settle disputes with anything but a vibroaxe. He is responsible for the deaths of at least two New Republic officers who attempted to arrest him, and the fates of two more remain unknown.

Stalnus was last seen wearing a crimson robe. He has the large, red eyes characteristic of his species. He frequents planets in the Tendo system, where he is known to have a network of contacts who tip him about the arrival of law enforcement or bounty hunters.

Stalnus should be considered armed and extremely dangerous. While the New Republic prefers him alive to stand trial for his crimes, agents are advised to look to their own safety first in any encounter with him.

■ **Stalnus**
DEXTERITY 3D
Brawling parry 4D+1, dodge 5D, melee combat 5D, melee parry 5D, running 4D+2
KNOWLEDGE 2D
Intimidation 8D, streetwise 4D, value: spice 3D+2, willpower 4D
MECHANICAL 2D
PERCEPTION 4D
Gambling 4D+1, hide 5D, sneak 4D+2
STRENGTH 4D
Brawling 5D, climbing/jumping 5D
TECHNICAL 2D
Special Abilities:
Sensitive Hearing: Riorian's receive +2D to *search* when using hearing, or when using *Perception* if someone is attempting to sneak up on them.
Force Sensitive?: No **Force Points:** 2
Dark Side Points: 4 **Character Points:** 13
Move: 12
Equipment: Vibroaxe (STR+3D), comlink, glow rod, robes



■ **ADDENDUM/PERSONAL**
■ **CRACKEN, AIREN/GENERAL..**

Stalnus is unpredictable. There is no safe way to approach him. The surest way to attract his attention is to pose as a spice dealer, but make sure what you're carrying is good quality, or you might get a swift introduction to Stalnus' temper.

If you have any doubt about your ability to take him, by all means, stay away from him. We have already lost two good men, possibly more, in the effort to apprehend him. I have no wish to see us lose any more.

ILLUSTRATION: LFL

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